



NTSC U/C

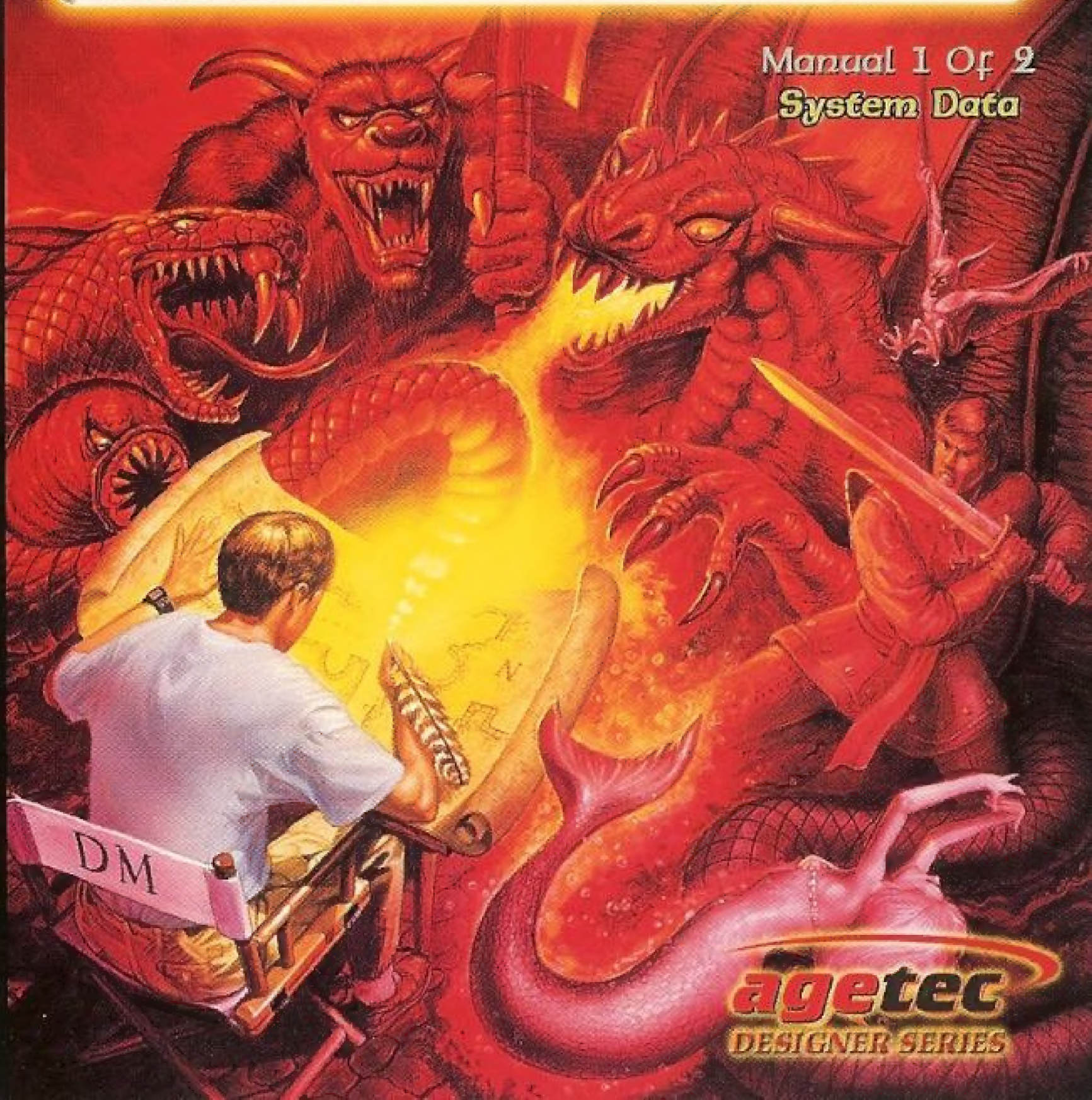
PlayStation®



SLUS-00640  
8750

# RPG MAKER™

Manual 1 Of 2  
System Data



**agetec**  
DESIGNER SERIES



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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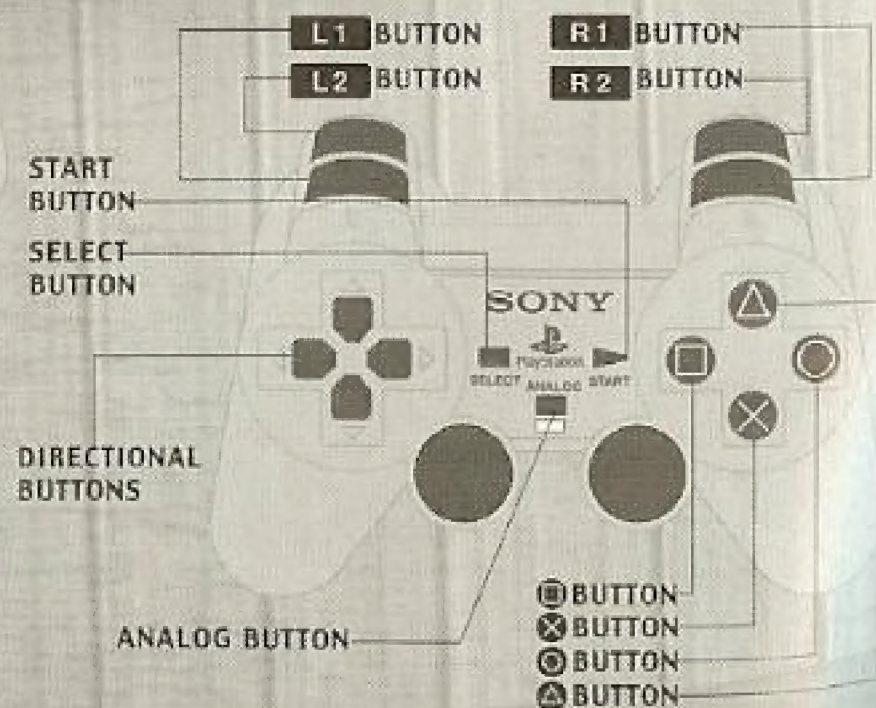
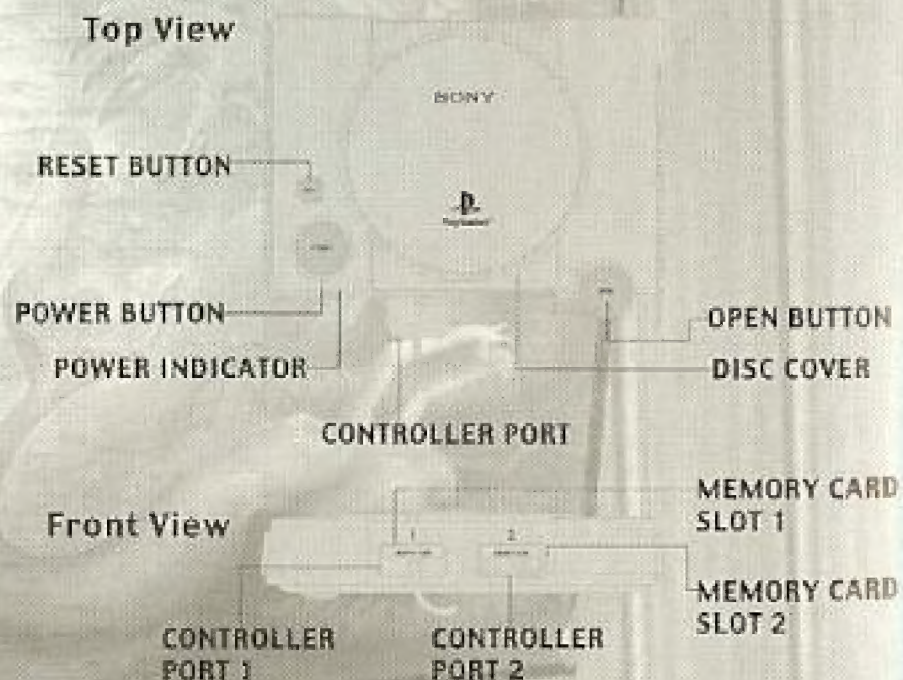
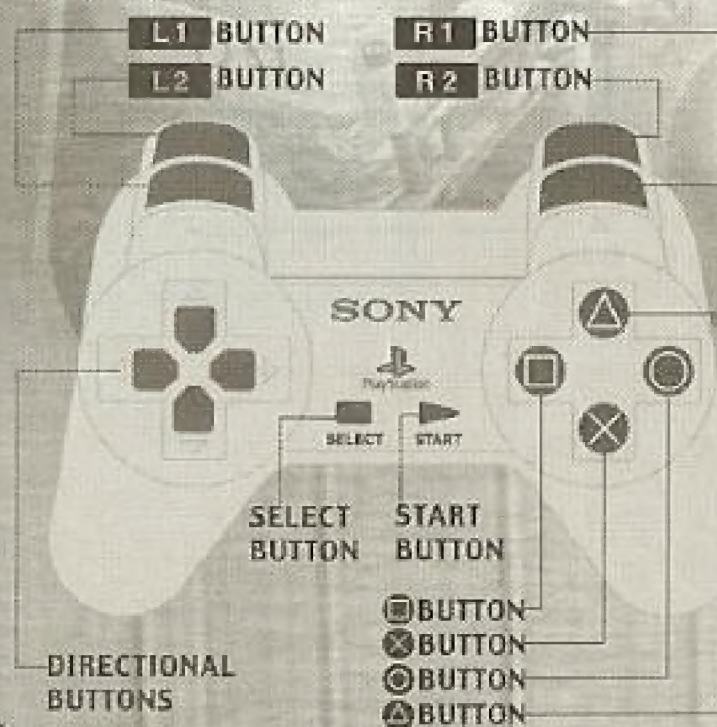
You become the creator of the universe, giving eternal life to a world of nothingness.  
It is you who will breathe life into this world and pen an exciting tale.  
You are limited only by your imagination.  
Will it be a legend, a myth or a dream?  
What will be the world in which your story unfolds?  
What fate awaits your hero?  
Everything is in your hands.  
Yes, you are the creator of the universe!

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# STARTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RPG Maker™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.





# CONTROLLER OPERATION

RPG Maker is operated via a controller (please refer to the diagram on the left for information regarding buttons and their functions). Additionally, Anime Maker can be operated with a mouse (see pg. 27 Book 2).

## DIRECTIONAL BUTTONS

These buttons are used to select various commands, or to move the cursor in the [Edit] screen. They are also used to increase/decrease values, or to select letters in the text entry screen. During the game the player moves the main character using the directional buttons. The character moves in the direction corresponding to the directional button pressed.

## L1 / L2 BUTTONS

These buttons are used to automatically select map parts in [Field Edit]. When creating a town in [Field Edit], you can use these buttons to jump to the town you have created before. You can also use the **L1 / L2** buttons to engage the [Auto Fix] setting, which automatically corrects map parts when they are placed in [Dungeon Edit]. In the text-entry screens, [Auto Fix] can be used to select letters.

## R1 / L2 BUTTONS

These buttons are used to erase map parts when creating a dungeon map or field map using the [Map Editor]. When creating a town in [Field Edit], you can use these buttons to jump to the town you have created before. The **L1** button performs the same function.

## START BUTTON / SELECT BUTTON

When creating a dungeon map or field map using the [Map Editor], pressing the Start button displays the [Part Selection] screen. In RPG Maker, the Select button is never used alone.

## X BUTTON

Press this button to confirm commands in the Edit, or text-entry screens. During the game, this button is used to allow the main character to check on something.

## ○ BUTTON

This button is used to cancel various commands. It's also used to return to the previous screen after canceling the selection you've just made.

## △ BUTTON

In the [Map Editor] for [Field Edit] and [Dungeon Edit], pressing this button open the Command menu.

## ■ BUTTON

This allows you to delete or re-edit the **event contents** being set in the event contents setting screen. When a cursor displays on the event number, press the **X** button to edit the event contents. Pressing the **■** button again will resume the creation of a new event. This function can be used in the [Scenario Edit].

## COMBINED OPERATION

RPG Maker provides a feature that allows users to perform operations using a combination of buttons. These are described below:

### START BUTTON + SELECT BUTTON + **L1** + **R1**

Reset the test play

### ■ BUTTON + DIRECTIONAL BUTTON


Scrolls the screen more quickly in the Map Editor



# OVERVIEW OF THE SAMPLE GAME

A sample game entitled "Gobli" is available in RPG Maker. Playing the sample game allows you to understand the various functions of RPG Maker and what kind of game you can create with it. Before creating an original game, we recommend that you play the sample game.

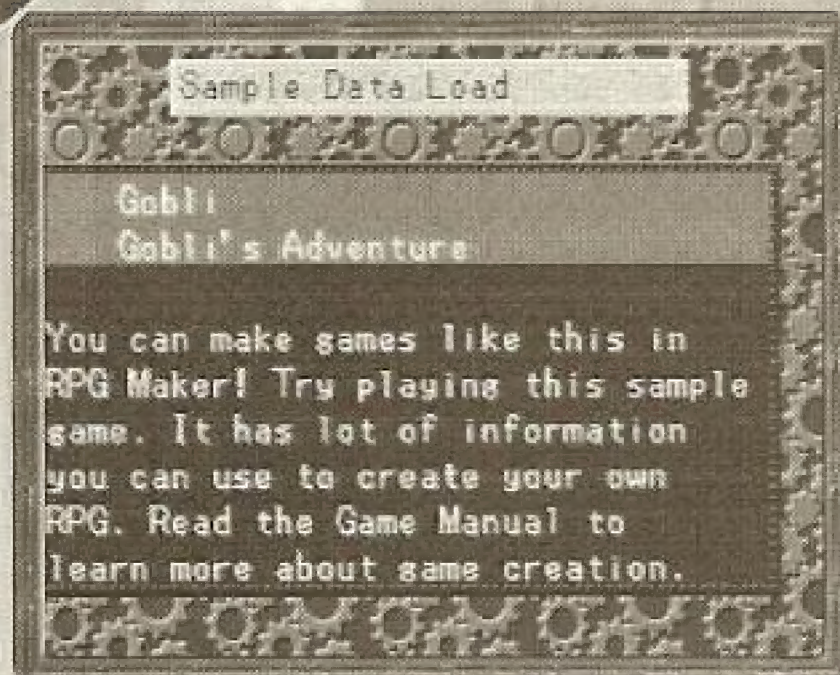
## OVERVIEW OF THE SAMPLE GAME

The main character is Gobli, who is a Weakling in the RPG-series games. His wish is to become a Boss and fight the heroes. Will his wish be granted? Playing the sample game gives you the basic knowledge you'll need to create an RPG game of your own. It also helps you understand the key points of game creation using RPG Maker. Select [Sample] and press the  button to start the sample game.



The sample game "Gobli" lets you learn the basics of game creation in a fun manner. This should help you understand the workings of RPG Maker.



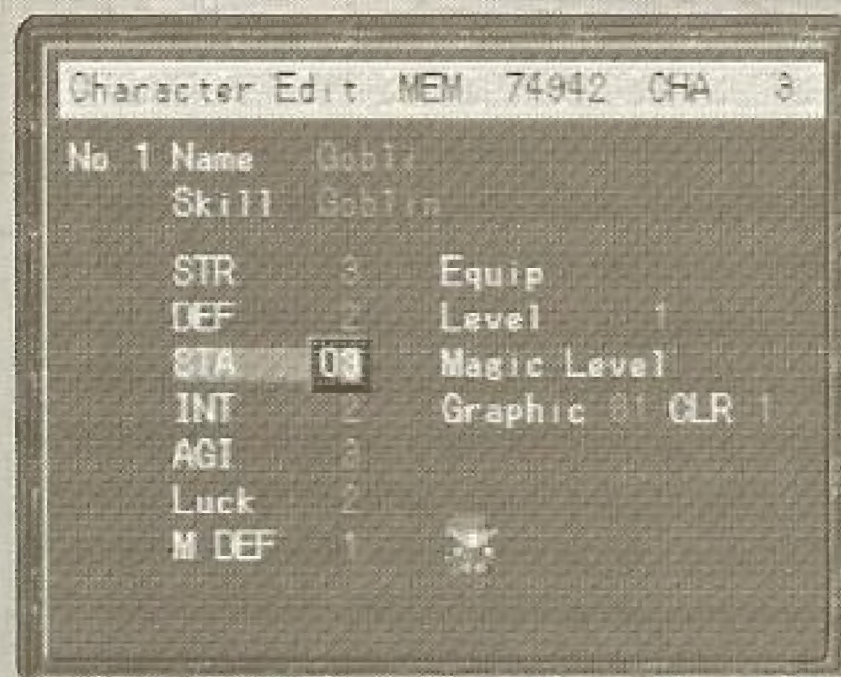


## LOADING THE SAMPLE GAME

To view the sample game data, load data using [Load Sample]. Loading the sample game will overwrite any game data you're currently creating. Be sure to save any game data you have been creating before loading the sample game.

## CHANGING THE SAMPLE GAME DATA

Not only can you view the loaded sample game, you can also edit it. Use this data as the basis for creating your game. For example, if you wish to change the data for the main character in the sample game, load the sample data and select the character you wish to change in [Character Edit]. If you're not familiar with this function, try changing the character's name first. Use your creativity to edit the sample data in many different ways.





# FLOW OF GAME CREATION

Before you begin creating your game, it's important to understand the tasks involved in the process. You can basically start with any item, but if this is the first time you have used RPG Maker, we recommend following the steps listed below:

1. DEVELOP IDEAS ABOUT THE CONTENTS OF THE GAME THAT YOU'LL BE CREATING. YOU CAN CREATE THE GAME SMOOTHLY BY HAVING SOME ROUGH IDEAS ABOUT THE SCENARIOS, CHARACTERS AND MAP SETTINGS IN ADVANCE.
2. CREATE THE TITLE SCREEN
3. CREATE THE MAIN CHARACTER AND OTHER MEMBERS OF HIS PARTY. HERE YOU'LL CREATE EACH CHARACTER BY SETTING HIS STARTING LEVEL AND EQUIPMENT. YOU CAN ALSO SET THE **SKILL** FOR EACH CHARACTER.
4. CREATE **MONSTERS**, OR ENEMY CHARACTERS, THAT WILL APPEAR IN THE GAME. HERE YOU'LL CREATE EACH MONSTER BY SETTING ITS PARAMETERS AND ATTACK PATTERN.
5. CREATE THE **ITEMS** USED IN THE GAME. HERE YOU'LL CREATE THE ITEMS CARRIED BY THE CHARACTERS, AS WELL AS THE EQUIPMENT AND TRANSPORT USED, BY SPECIFYING THEIR **TYPE**.
6. CREATE THE **MAGIC** USED IN THE GAME. SET THE APPLICABLE ITEMS, SUCH AS [EFFECT] AND [MP], THEN CREATE ACCOMPANYING GRAPHICS. HERE YOU'LL ALSO SET THE USE OF SPECIAL ATTACKS.
7. CREATE THE **MAPS** THAT PROVIDE THE ENVIRONMENTS FOR THE GAME. WORLD MAPS ARE CREATED AS [FIELDS], WHILE ROOM INTERIORS AND TOWNS ARE CREATED AS [DUNGEONS]. YOU'LL CREATE EACH MAP BY COMBINING A NUMBER OF PARTS.



8. CREATE THE COMPONENTS THAT MAKE UP THE GAME'S SCENARIO. HERE YOU'LL CREATE EACH EVENT BY COMBINING THE **EVENT CONTENTS** STORED IN THE SOFTWARE.

9. ONCE YOU'VE FINISHED CREATING THE GAME, RUN A **TEST PLAY** AS THE FINAL STEP TO CHECK THE OVERALL BALANCE OF THE GAME. YOU CAN ALSO USE THIS FUNCTION TO CHECK YOUR PROGRESS, SINCE **TEST PLAY** CAN BE RUN AT ANY TIME.

**NOW YOUR GAME IS COMPLETE!**



# HOW TO START THE EDIT SCREEN

Creating a game in RPG Maker is achieved by editing the various settings. The following will help you familiarize yourself with the Editing screens:



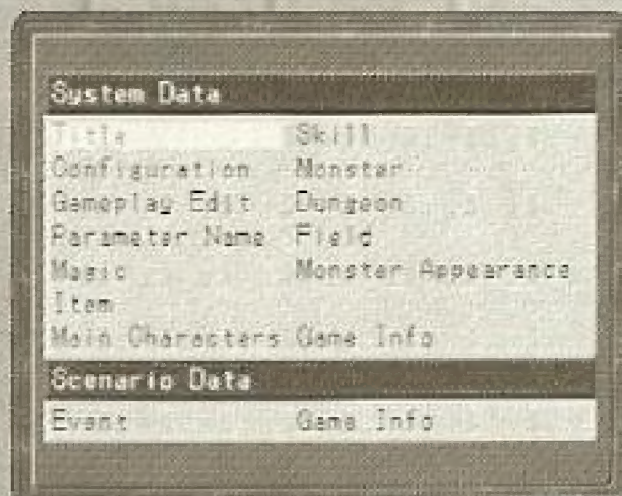
## EDIT

Selecting [RPG Maker] from the main game screen displays the screen you see in the screen shot on this page. Select [EDIT]. Selecting [GAME] will allow you to play the game you've just created, or choose [RETURN] if you'd like to go back to the Main screen.

## EDIT DATA

Select [Edit Data]. If you wish to save or load data, select [MEMORY CARD]. To run a test play, select [Test Play]. To load the sample game data, select [Load Sample].

Next, select [Edit Data].




## EDIT MENU

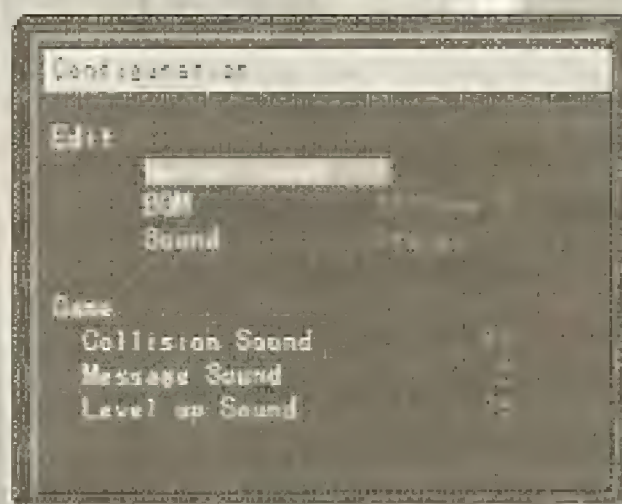
The Edit menu includes [System Data] and [Scenario Data]. [System Data] is used to create characters and maps, while [Scenario Data] is used to create events.



# SYSTEM DATA

## CONFIGURATION

Here you can set things such as the cursor speed and BGM, as well as the sound effects used during the game. Simply move the cursor to the item you wish to change, press the  button and change the value or item setting.



Use Configuration to set the ideal environment in which to create your game.

### EDIT

#### Cursor Speed

You can change the speed at which the cursor moves while you create your game. (3) is the default setting. The larger the number, the slower the cursor movement will be.

#### BGM

You can change the BGM that is played while you create your game. If 0 is selected, no BGM will be played. There are a total of 35 different BGM selections.

#### Sound

Make a selection between either mono or stereo, depending on the TV you're using.

## GAME

### Collision Sound

Set the sound effect used when the character hits an impassable section, such as the edge of the map. You can set the desired sound effect by selecting the corresponding number with the directional buttons. There are 78 sound effects to choose from.

### Message Sound

Set the sound effect used when a message is displayed during the game. You can set the desired sound effect by selecting the corresponding number using the directional buttons. There are 78 sound effects to choose from.

### Level up Sound

Set the sound effect used when the character increases their level during the game. You can set the desired sound effect by selecting the corresponding number with the directional buttons. There are 78 sound effects to choose from.



## TITLE EDIT

In [Title Edit], you'll create the title screen displayed during the game. Create a title screen that matches the theme of your game, since it will become the face of the game. You can enter the name of the title using [Game Info].

## SCREEN

Select a background graphic for the title screen. When [Screen] is selected a list of graphic names will be displayed. Move the cursor to a desired graphic name, and then press the **X** button to confirm your selection. A table listing the different background graphics is provided on pg. 66.

Set a background that matches the image of your game.

## BGM

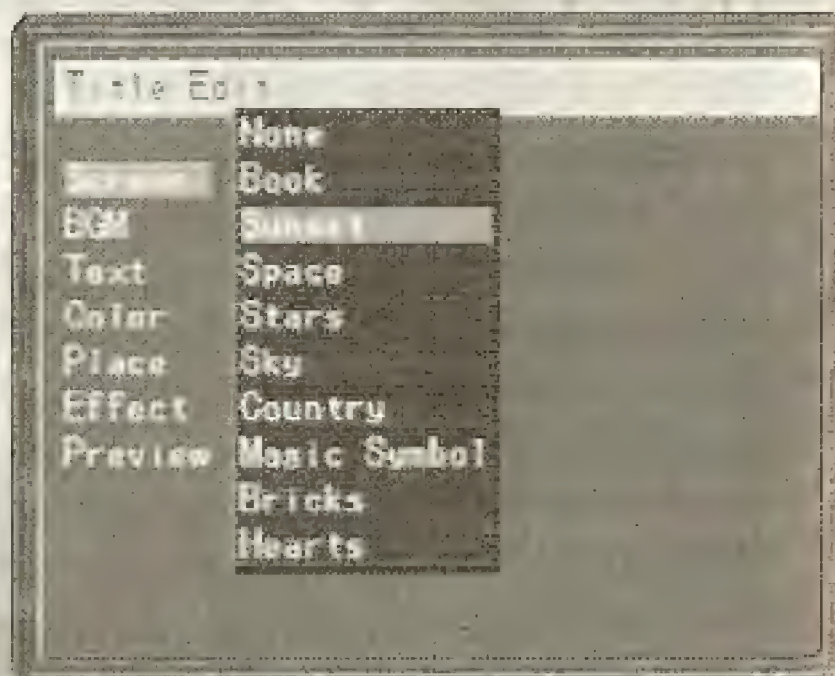
Set the BGM that will be played while the title screen is displayed. When [BGM] is selected, the names of available BGMs will be displayed. Select a desired tune using the directional buttons, and then confirm the selection using the **X** button. A table listing the different BGMs is provided on pg. 65.

## TEXT

Here, set whether or not to display the name of the title on the title screen. Select [Text], then choose YES or NO.


## COLOR

Choose the color in which the title text will be displayed. Select [Color], then choose GOLD, SILVER or BLUE. [Color] cannot be set unless YES has been selected in [Text].





## **PLACE**

Set the position on the screen in which the title name will be displayed. Select [Place], choose Top, Center or Bottom then press the  button to confirm the selection. The text display positions are shown on the right. [Place] cannot be set unless YES has been selected in [Text].




You can combine this function with [Effect] to create many different variations.

## **EFFECT**

Set how the title name will be displayed. Selecting [Effect] displays a list of effects. Select a desired display effect from the eight types.


## **PREVIEW**

When the necessary items are set, check the title you've just created. Select [Preview] to do so. To exit the preview screen, press the  button.





## **GAMEPLAY EDIT**

In Gameplay Edit, decide whether or not to enable the items described below. Setting these items to either [ON] or [OFF] changes what can be set in each editor. To change the setting, simply move the cursor to the item you wish to change and press the  button.

## **SPECIAL ATTACKS**

Decide whether or not to use Special Attacks which consume HP. Setting this item to [ON] enables the setting of [Type] in [Magic Edit]. Special attacks are similar to magic, except that they consume HP instead of MP.

## **USE OF CLASS**

Setting this item to [ON] enables the setting of [Class] in [Magic Edit], [Item Edit] and [Monster Edit].

## **M DEF**

M DEF is the resistance to magic (Magic Defense). Setting this item to ON enables the setting of [M DEF] in Character Edit, Skill Edit and Monster Edit.

## **ABILITIES**

Decide whether or not to use the abilities specific to skills. Setting this item to [ON] enables the setting of [Ability] in Skill Edit. See pg. 34 for a list of abilities.

## **MONSTER APPEARANCE**

Choose whether or not the probability of the monster's appearance will be set automatically for each dungeon or manually for each part. Changing this setting changes the contents of the [Monster Appearance] menu.



## PARAMETER NAME

You can change the name of each parameter. Changing the name of a parameter (such as by changing Magic to Spell) changes the names of all related parameters. To change a parameter name, select a parameter and enter the new name.

### SELECTING A PARAMETER

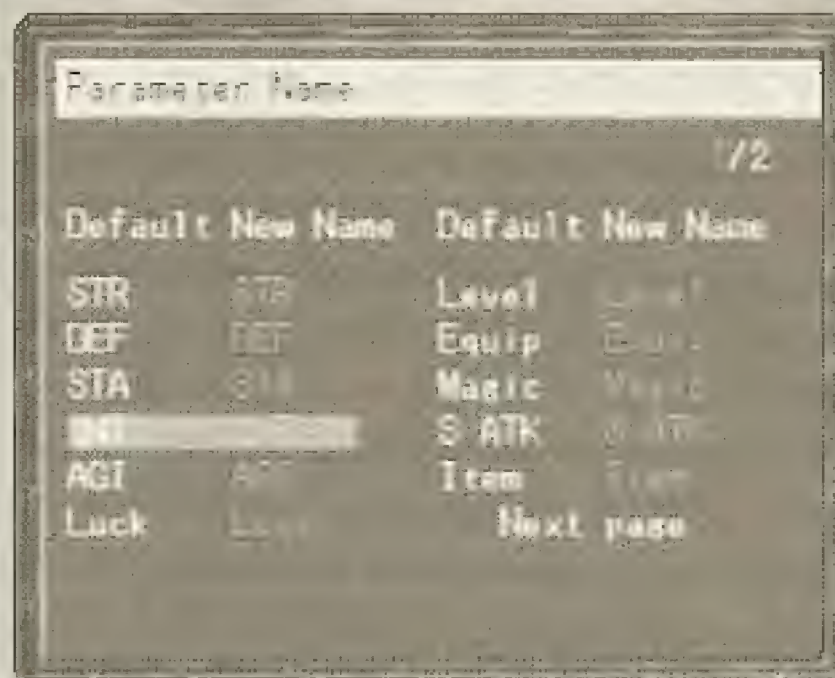
First, select the parameter you'd like to change. Move the cursor to the parameter, then press the **X** button. The text-entry screen will be displayed. Enter the desired name. The procedure used to enter text is explained on the next page.

The new parameter name will also be reflected in the Edit menu.

### TABLE OF PARAMETER NAMES

STR - Strength  
DEF - Defense  
STA - Stamina  
INT - Intelligence  
AGI - Agility  
Luck  
Level  
Equip - Equipment  
Magic  
S ATK - Special Attack  
Item  
HP  
MP  
Attack  
Guard  
Gold  
EXP - Experience  
M DEF - Magic Defense  
Magic A - Class A magic  
Magic B - Class B magic  
Magic C - Class C magic  
None - No class magic

**NOTE:** For [MagicA] through [None], also see the table on pg. 41.





## TEXT INPUT SCREEN

**L1:** Consists of the field in which the registered text is displayed and the one in which the selected text is displayed.


**L2:** This menu is used to select letters.

**R1:** This menu is used to switch between the two text-entry modes and exit the text-entry screen.








The text-entry procedures explained here apply to all edit screens.

### ADJUSTING THE CURSOR POSITION, L1

When the **L1** button is pressed, the cursor in the text-entry field begins to flash, indicating that it can now be moved. Use the left/right directional buttons to move the cursor within the field. To create a space, move the cursor one space or press  button.

### ENTERING LETTERS, L2


Pressing the **L2** button switches to the L2 field. Select a letter and confirm the selection using the  button. Note: The selected letter will be entered in the L1 text-entry field.

-  button - Confirm
-  button - Back Space
-  button - CAPS Lock
-  button - Space
- START button - Finish




### FINISH, R1

When [FINISH] is selected, a message will be displayed asking if you wish to update the data. Selecting the appropriate button closes the text-entry screen. You may also press the Start button to exit the screen.

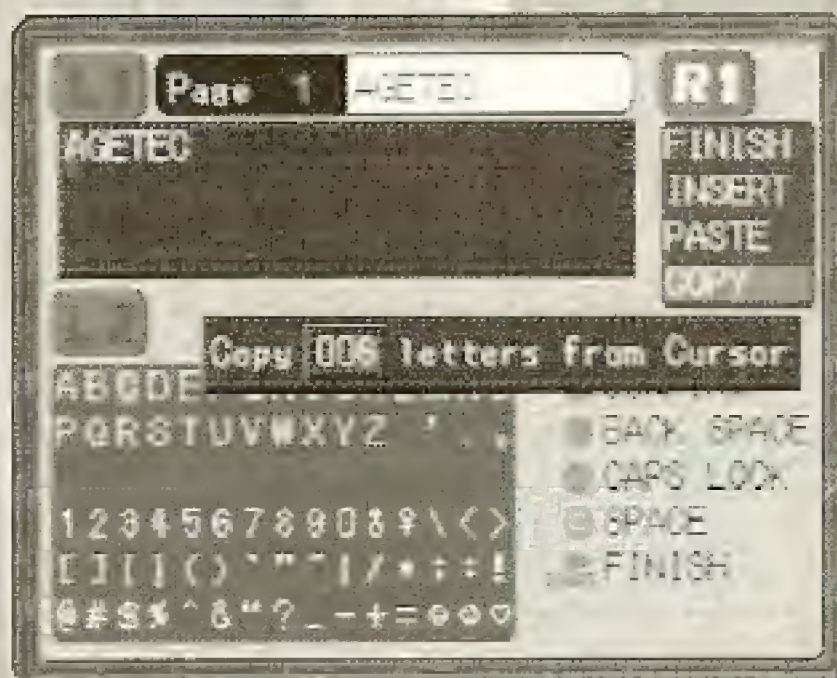
If you should have second thoughts, press the  button to cancel the command.

### INSERT, R1

You can use the  button to switch between the two text-entry modes. In the INSERT mode the selected letter will be inserted at the cursor position. In the REPLACE mode the letters behind the cursor position will be replaced with the new ones.

### PASTE, R1

Used to enter the letters registered with [COPY]. Selecting [PASTE] pastes the letters displayed in the upper window of L1 into the text-entry field at the bottom. Also, you can paste the names of Characters, Dungeons, Towns, Monsters, Items, Magic and Skills which you create using each of the [Edit] modes.



### COPY, R1

Select [COPY] and enter how many letters you wish to copy from the cursor position. The copied letters will be displayed in the upper field of L1.






## EXPLANATION OF COMMANDS \*

### Edit

Select this command if you'd like to create a new Item, Magic, etc., or to edit an existing item. Selecting [Edit] displays the magic list screen.

### Move

Select this command if you wish to change the order of the magics you've created. Select the magic, move the cursor to the destination, and press the  button. The magic will move to the new destination.

## MAGIC EDIT

In [Magic Edit], you'll create the Magic and Special Attacks the characters use by consuming their MP and HP, respectively. The following explains the items you'll need to set in order to create magic.

## EDIT SCREEN COMMANDS


Select [Edit] from the command menu displayed when [Magic] is selected in [System Data]. The magic list screen will be displayed. For the command menu items, including [Edit], see the table shown below.

The edit commands explained here apply to all edit screens.

### Copy

Select this command if you'd like to create multiple sets of magic having the same content. Select the magic you want to copy, then select the number under which to create a copy. Copying will begin.

### Delete

Select this command if you'd like to delete an existing magic from the list. Move the cursor to the magic you want to delete, then press the  button. The magic will be deleted.

### Delete All

Select this command if you'd like to delete all magic creations. Selecting [Delete All] displays a confirmation message. Select the appropriate button.

## MEM

At the top of the screen, there is [MEM###] and [MAG###]. MEM indicates the overall capacity available, which is not currently used by system data. MAG (Magic) indicates the remaining number of magic that can be created. MAG will be replaced in other edit menus with the following;

Item edit screen - ITM

Character edit screen - CHA


Monster edit screen - MON

Skill edit screen - SKI

*\* The use of these commands is the same as for those corresponding commands displayed in the Item, Main Characters, Skill and Monster Edit screens, which will be described later.*




## SPECIFYING THE MAGIC TO EDIT

Selecting [Edit] from the command menu displays the magic list screen. In this screen, select a number denoting No Data and confirm the selection using the  button. The magic edit screen will be displayed.

Magic Edit Select Magic	
20 Smash	Inflict Damage
21 Mega smash	Inflict Damage
22 Explosion	Inflict Damage
23 Slumber	Sleep
24 Green Juice	Recover HP
25 Anvil	Inflict Damage
26 Resurrect	Revive
27 No Data	
28 No Data	
29 No Data	


### Effect

Here you can set the effect of the magic. Selecting [Effect] displays the menu of magic effects. Select a desired effect from the menu and press the  button.

You can check the magic effects listed on pg. 67.

You can create 230 types of magic in the Magic Editor.

### Name

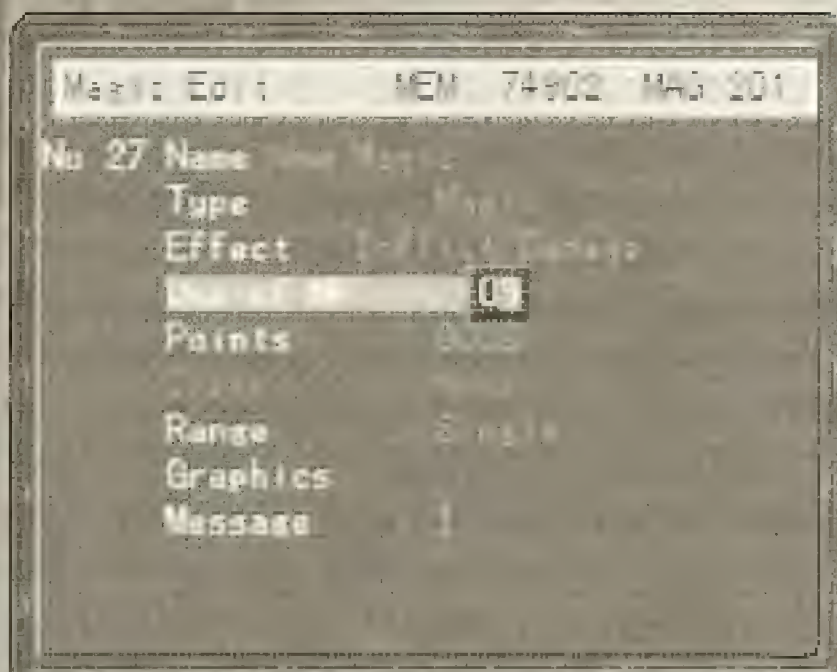
Here is where the name of the magic will be entered. The name assigned here will be displayed during the game as the name of this magic. Moving the cursor to [Name] and pressing the  button displays the text-entry screen. See pg. 15 for text-entry procedures.

### Type

Before setting this item, set [Special Attacks] to ON in [Gameplay Edit]. Here you'll decide whether you're creating a Magic that uses MP or a Special Attack that uses HP. After selecting [Type], select Magic or a Special Attack.

Magic Edit MEM 74982 MAG 202		
No. 27	1 Name	Effect
	2 Inflict Damage	Attack
	3 Recover HP	Cure
	4 Cure Poison	Cure
	5 Cure Silence	Cure
	6 Cure Confuse	Cure
	7 Cure Sleep	Cure
	8 Cure Paralyze	Cure





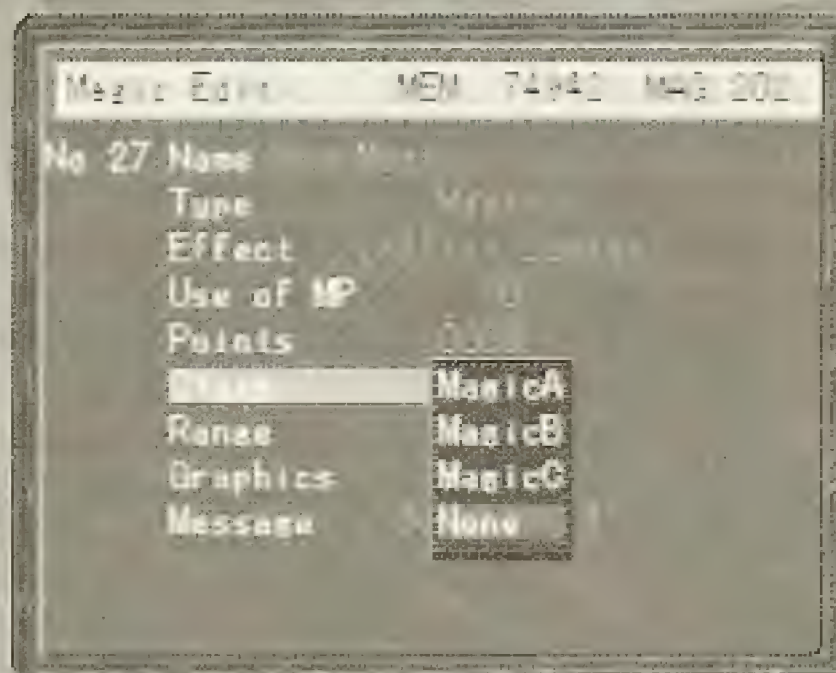
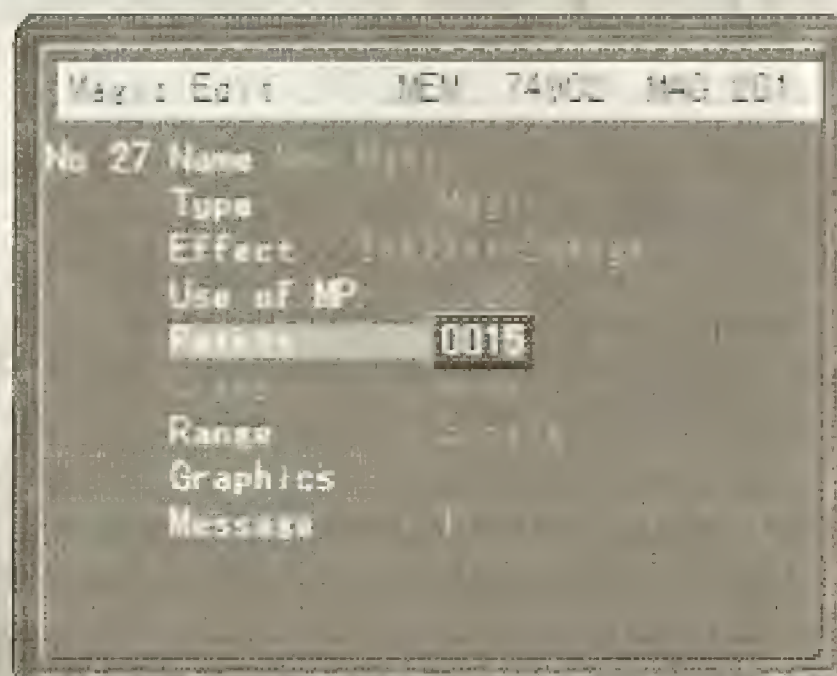
### Points

When the magic you're setting has the effect of changing a value, such as giving damage (in the form of penalty points) or recovering HP, set the degree to which the value will change. Selecting [Points] displays the value-setting menu. Enter the desired value.

You cannot set a negative value in [Points].

### Use of MP (HP)

This item sets the value of MP, which is reduced when the magic you're now editing is used. To set the MP value, move the cursor to [Use of MP (HP-When Special Attack is selected)] and press the **X** button. Then, simply enter the desired value.  
(Screen 19-1) A maximum of 99 points can be set.



### Class (Magic Class)

Before setting the class, set [Use of Class] to ON in [Gameplay Edit]. Moving the cursor to [Class] and pressing the **X** button displays the class menu. Select a desired class you'd like to assign. The magic class is related to the monster class. For example, when a player uses Class A magic on a monster which his Magic Class was set as Class B magic in [Monster] Edit (refer to page 41), that monster will get more damage.

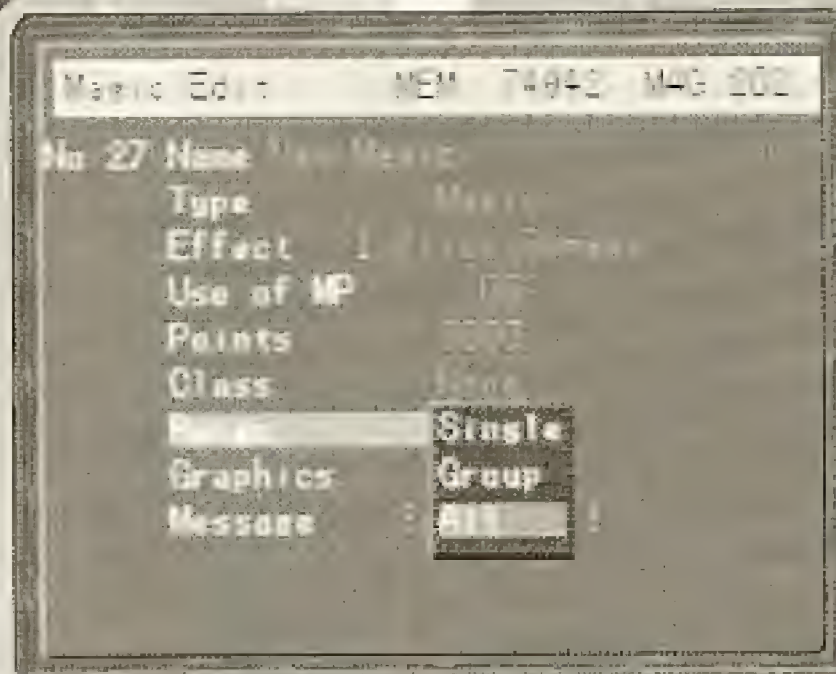
Class names can be changed in [Parameter Name].



## Range

Set the range within which the magic becomes effective. Selecting [Range] displays the Range menu.

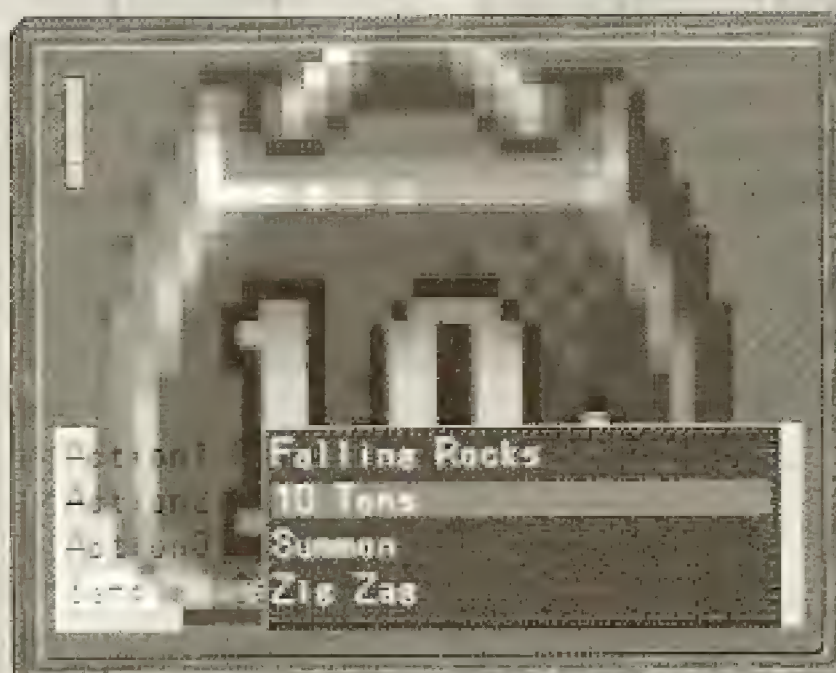
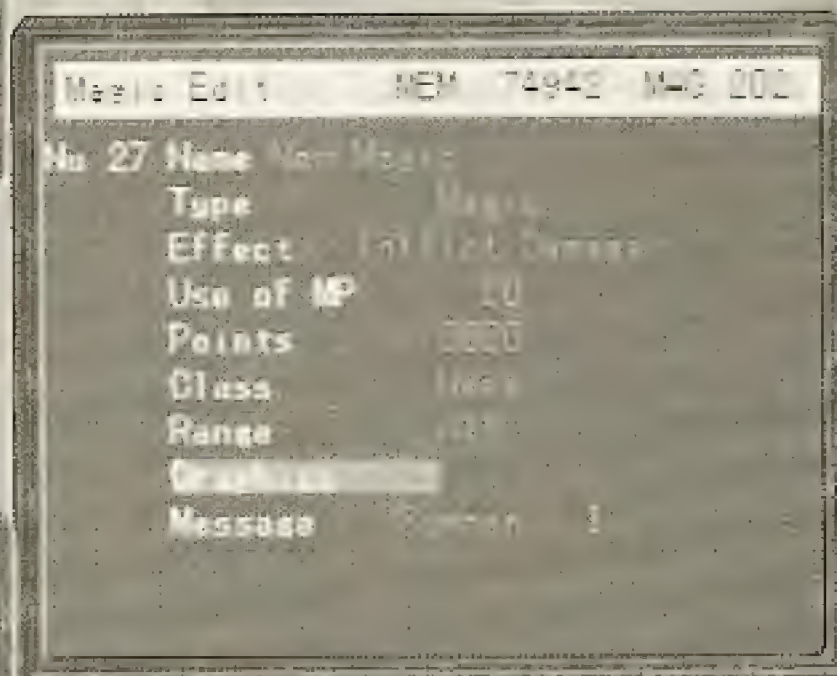
Select a range from the menu. [Single] means the magic is effective against only one enemy; [Group] against enemies of the same type; and [All] against all enemies.



## Graphic

From here, you can create animation that is displayed when magic is used during the game. Animation may consist of three action stages: the first, second and third. To create animation, first move the cursor to [Graphic] and press the ☒ button. This displays the Animation Edit screen, which is explained in detail on the next page.

You can't select this item unless you've set [Effect].



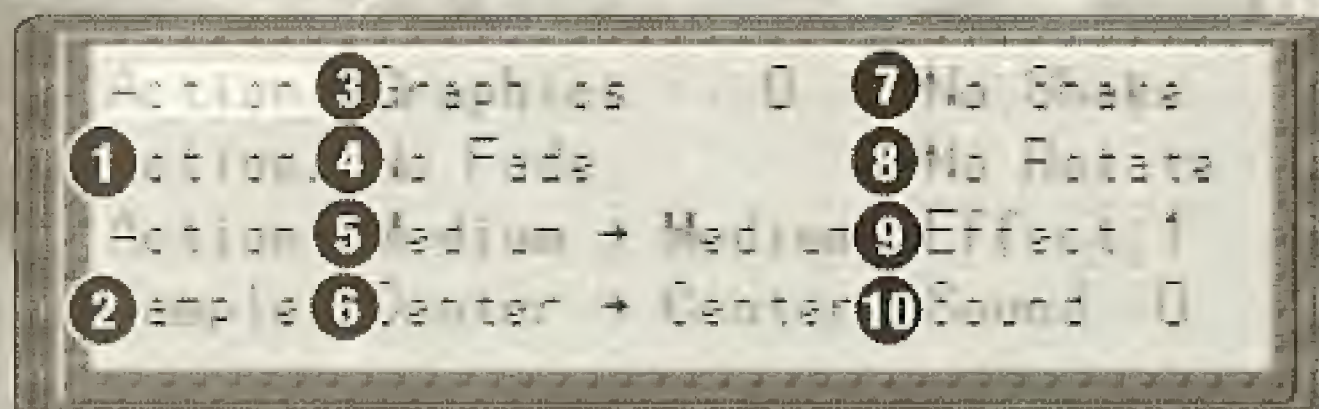
Use the sample set until you become familiar with the procedure.



## SETTING THE GRAPHICS

### SCREEN CONFIGURATION

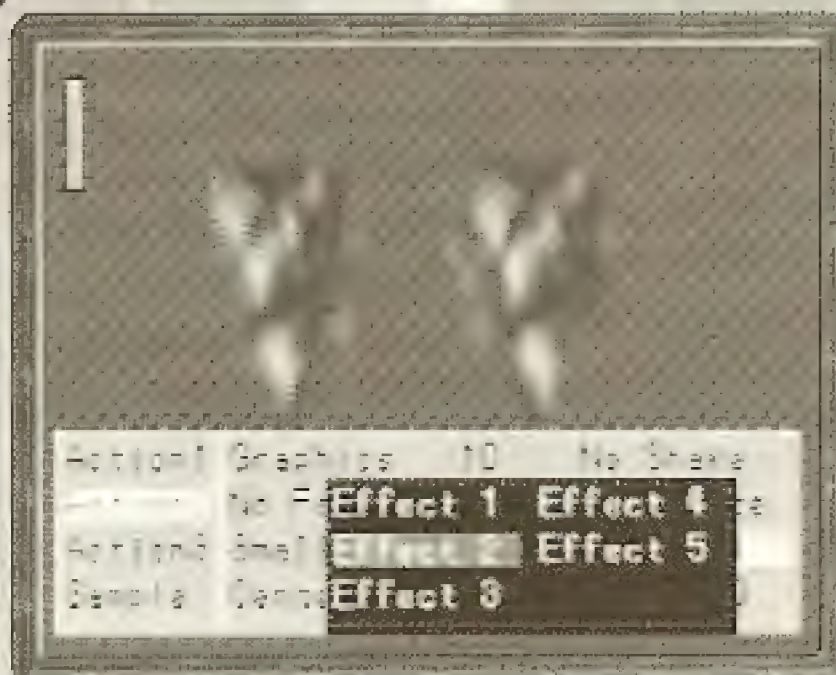
- 1: You create the magic animation by setting the graphics and movements for each action. Three action stages ranging from 1 through 3 are available, but you don't need to set actions for all. You can check the current action stage by the position of the bar shown in the upper left-hand corner of the screen.
- 2: Load the sample animation data. In all, 16 data sets are available.
- 3: Specify the number corresponding to the desired animation graphics. In all, there are 30 different patterns from which to choose.
- 4: You can set different movements, such as various fades, Flash and Fall apart.
- 5: You can specify the size of the animation graphic at the beginning and the end.
- 6: You can specify the position of the animation graphic at the beginning and the end.
- 7: You can set the animation graphic in shaking pattern or turning pattern.
- 8: You can set the pattern of turning movement, as well as reversing.
- 9: You can set the number of animation graphics and their arrangement.
  - Effect 1 - Only one animation graphic
  - Effect 2 - Two animation graphics horizontally
  - Effect 3 - Three animation graphics horizontally
  - Effect 4 - Two animation graphics vertically
  - Effect 5 - Three animation graphics vertically
- 10: You can set sound effects for the animation. There are 78 sound effects in all.





## SETTING THE ACTION 1 THROUGH ACTION 3

Selecting an action number enables the menu for setting the movement in animation. Use this menu to set the size and position of the animation. You can combine these effects as desired. When the setting is complete, press the **Ⓢ** button to return to the Magic Editor.



The more actions you set, the more complex the movement will be.

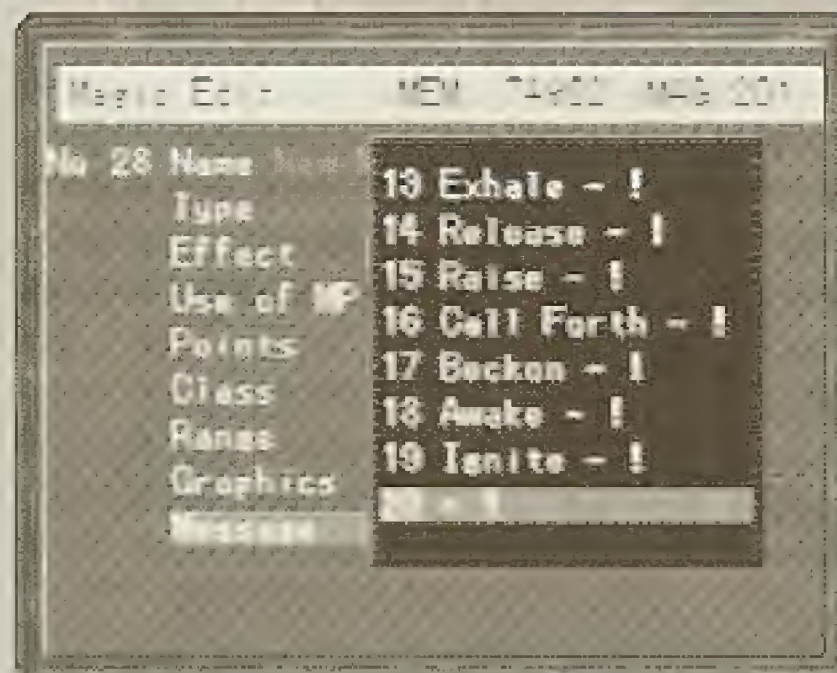
## MESSAGE

Finally, set the message to be displayed when the magic is used during the game. Selecting [Message] displays Message Menu. Select a desired message. The table below lists the available messages.

Set a different message for each magic and special move.

## TABLE OF MESSAGES

Summon ~ !	Gather ~ !
Enchant ~ !	Command ~ !
Invoke ~ !	Exhale ~ !
Charm ~ !	Release ~ !
Call Upon ~ !	Raise ~ !
Hurl ~ !	Call Forth ~ !
Project ~ !	Beckon ~ !
Radiate ~ !	Awake ~ !
Emit ~ !	Ignite ~ !
Discharge ~ !	






## ITEM EDIT

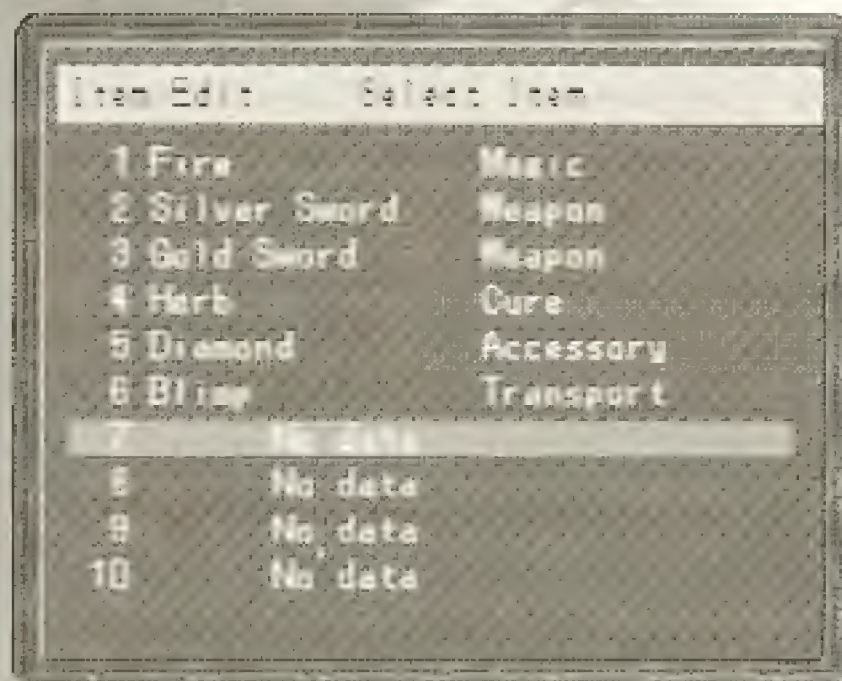
In [Item Edit] you'll create a variety of items used during the game. You'll also create special items such as Transport and Key here. The following explains the procedure used to create items:

### EDIT

Select [Item] from [System Data]. From the command menu that is displayed, select [Edit]. For more information on the commands in this menu including [Edit], see pg. 17.

### SPECIFYING THE EDITING ITEM

Selecting [Edit] from the command menu displays the item list screen. From this list select a number denoting No Data and confirm the selection using the  button. The [Item Edit] screen will be displayed. You can now edit a new item.



A maximum of 250 items can be created.

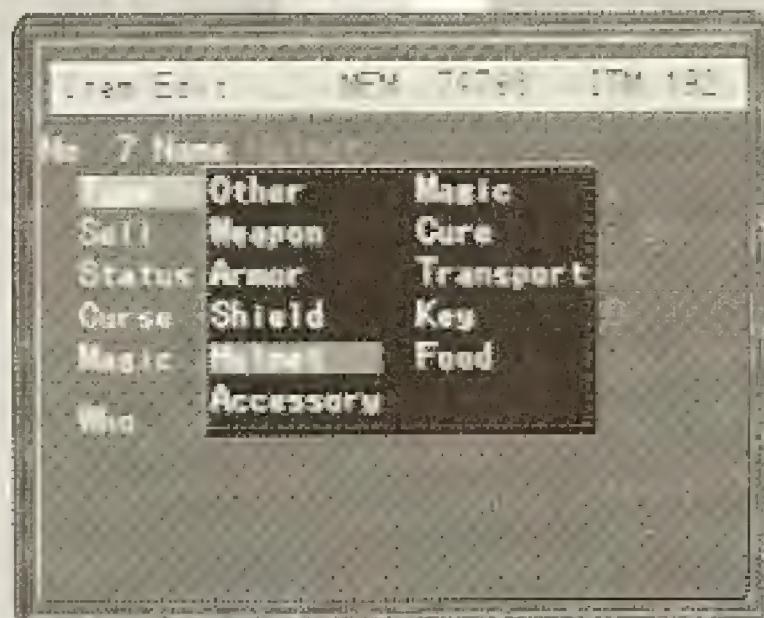
### NAME

Selecting [Name] displays the text-entry screen. Here, enter the name you'll assign to the item. Enter the name by following the same procedure as explained on pg. 15.



## TYPE


Set the type of item you'd like to create, such as Weapon or Transport. Selecting [Type] displays a menu. Select the item type from the list. The items you can select for each type are explained beginning on pg. 26.

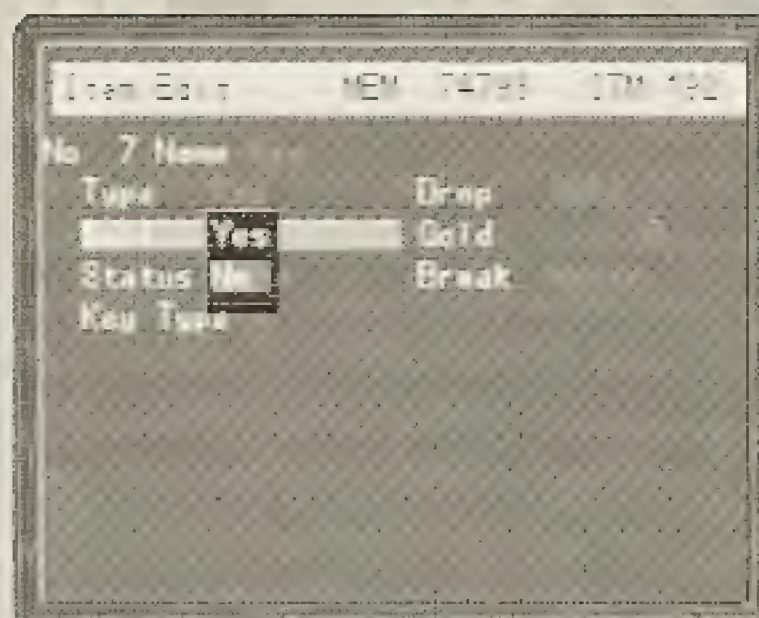


If the item is important, set it as No to sell.


The contents you can set change according to the type.

## SELL

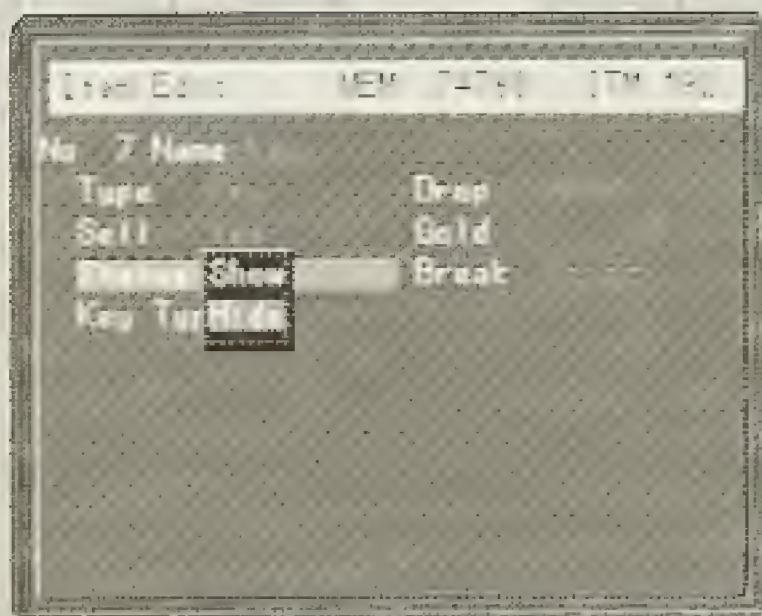
Decide whether or not to make the items sellable at a store (see pg. 14 Book 2). Move the cursor to [Sell], then press the  button. Select YES or NO. The selling price will be half the amount set as the purchase price (in [Gold]).



## STATS


Decide whether or not to display the contents of the effect of the selected item when the list of items belonging to the character is displayed during the game. To use this function, select [Stats], press the  button and select [Hide] or [Show].

The effect of an item can be checked using the [Check Item] magic.






## DROP

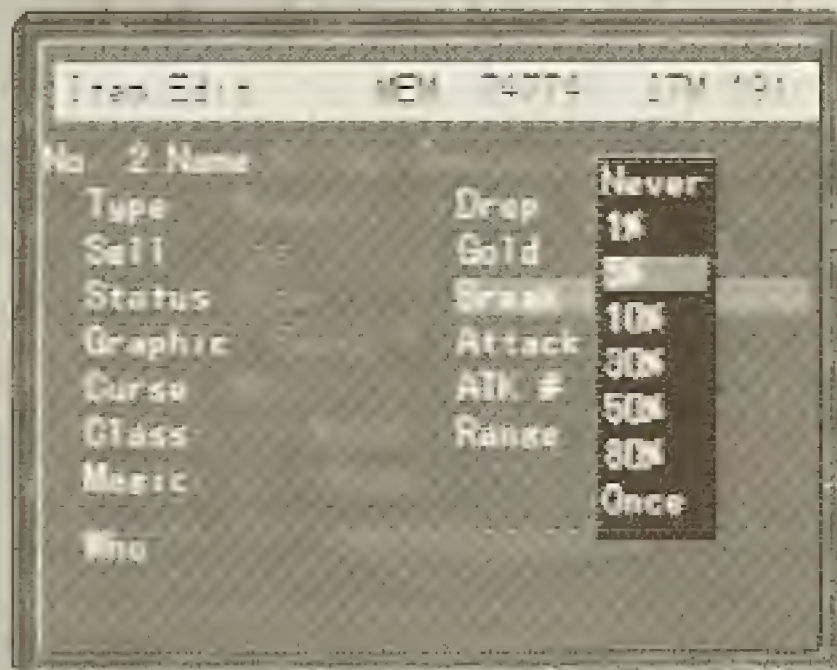
Decide whether or not to allow the character to drop the item during the game. Select [Drop], press the  button and select [Able] or [Unable].



If [Unable] is selected, [Drop] can't be executed during the game.

## GOLD

In [Gold], enter the price the player must pay during the game to buy the item at a store. Select [Gold], press the  button and enter the desired value. The price will be fixed. You cannot enter a negative value.



## BREAK

In [Break], set the percentage for which an item has a chance to break. For example, setting the break percentage as 10% means the item will break and be lost after it's used approximately 10 times. The larger the break percentage, the fewer times the item can be used. Selecting [Break] displays the menu used to set the break percentage. Set the break percentage by choosing the desired value from the menu.

The smaller the break percentage, the longer the item can be used.



## ITEM EDIT

### ITEMS THAT CAN BE SET BY TYPE

The previously explained items are set with the same procedure, regardless of their type. The following explains the items that are set differently, depending on their type. See pg. 24 for [Type].

#### WHEN WEAPON IS SELECTED

##### **Graphic**

Set the effect graphics used when the character attacks an enemy during battle. Selecting [Graphic] displays a list. Choose the desired effect from the list.

##### **Curse \***

Decide whether or not to make the weapon removable from the equipment. If the weapon is cursed, it can't be removed from the equipment. Select [Curse], then YES or NO. If a Cure Curse magic is created, the player can remove the curse when you use the magic.

##### **Class**

You can set the class of weapon. Select [Class], then choose a desired class from the Class menu. This class is related to [Class] in [Monster Edit].

##### **Magic**

During battle, the weapon releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the weapon is held as an item.

##### **Who**

Set the characters that can be equipped with the weapon. In the character list displayed from [Who], select a character using the left/right directional buttons, then indicate whether or not they can be equipped with the weapon using the up/down directional buttons.

##### **Attack**

Set the offensive strength. Select [Attack] and enter a desired value. This [Attack] will be added to the equipped character's [Attack].

##### **ATK #**

Decide whether the attack can hit an enemy or enemies once or twice at a time. You can increase the number of attacks allowed by selecting Attack + 1 from [Ability] in [Skill Edit].

##### **Range**

Set the range within which the weapon is effective. Selecting [Range] displays a menu. Set the range by selecting [Single], [Group] or [All].

#### WHEN ARMOR, SHIELD OR HELMET IS SELECTED

##### **Curse \***

Decide whether or not to make the armor/shield/helmet removable from the equipment. If the armor/shield/helmet is cursed, it can't be removed from the equipment. Select [Curse], then choose YES or NO. If a Cure Curse magic is created, the player can remove the curse.

##### **Magic**

During battle, the armor/shield/helmet releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the armor/shield/helmet is held as an item.

##### **Who**

Set the characters that can be equipped with the armor/shield/helmet. Selecting [Who] displays the character list. Select a character using the left/right directional buttons, and then indicate whether or not they can be equipped with the armor/shield/helmet using the up/down directional buttons.



## Guard

Set the guarding power of the armor/shield/helmet. Select [Guard] and enter a desired value. The value set in [Guard] will be added to the [Guard] value of the equipped character.

## WHEN ACCESSORY IS SELECTED

### Effect

Set the type of ability that will be manifested when equipped with the accessory. Selecting [Effect] displays a menu listing the settable abilities. Select the desired ability.

#### Nothing

No effect

#### M DEF

Increase or decrease Magic Defense

#### Attack

Increase or decrease Attack point

#### Magic GRD

Set the % of Magic defense. Use this effect, you can create the accessory which never gets any magic damage if equipped.

#### Guard

Increase or decrease Guard point

#### Magic A

Increase of decrease Magic A point

#### AGI

Increase or decrease AGI point

#### Magic B

Increase of decrease Magic B point

#### Luck

Increase or decrease Luck point

#### Magic C

Increase of decrease Magic C point

#### None

Increase of decrease None class Magic point

### Curse \*

Decide whether or not to make the accessory removable from the equipment. If the accessory is cursed, it can't be removed from the equipment. Select [Curse], then choose YES or NO. If a Cure Curse magic is created, the player can remove the curse.


### Magic

During battle, the accessory releases the specified magic when an attack command is executed from [EQUIP] if it is so equipped, or when used from [Item] if the accessory is held as an item.

### Who

Set the characters that can be equipped with the accessory. Selecting [Who] displays the character list. Select a character using the left/right directional buttons, and then indicate whether or not they can be equipped with the accessory using the up/down directional buttons.

### Value

Set the amount by which to change the value of the ability specified in [Effect]. Select [Value], enter the desired value, and then press the  button to confirm the selection.

**NOTE:** Differences between M DEF and Magic GRD - M DEF will increase or decrease of Magic Defense ( $\pm 0 - 9999$ ). Magic GRD sets the % of magic damage you can prevent. If you set 50%, as long as you equip this accessory, you can prevent 50% of any magic damage. If you set 100%, you can create an accessory that will prevent all Magic damage as long as player has it equipped.



## **WHEN MAGIC IS SELECTED**

### **Magic**

You can create an item capable of inflicting specific magic damage. Select [Magic] and set the desired magic by making a selection from the list.

## **WHEN CURE IS SELECTED**

### **Cure**


You can create an item that enables the character to recover their HP or status. Selecting [Cure] displays a list of selectable items. Select the desired effect.

### **Value**

If [HP] or [MP] is specified in [Cure], set how much the HP or MP value will increase. Select [Value] and enter a value to be added.


## **WHEN TRANSPORT IS SELECTED**

### **Type**

Select the type of transport item. Bring the cursor to [Type] and press the  button. You can now choose [Boat] or [Blimp].

## **WHEN KEY IS SELECTED**

### **Key**

You can create eight types of keys, from A through H. From the list that is displayed when [Key] is selected, choose a desired key and confirm the selection by pressing the  button.

## **WHEN FOOD IS SELECTED**

### **Food**

A Food turns into an item capable of changing the character's ability. Selecting [Food] displays a list of specifiable abilities. Specify the desired item.

### **Effect**

Set the amount by which to increase or decrease the value of the ability specified in [Food]. Choose [Effect] and enter the value to be added or deducted. You can set a negative value.

**STR** - Strength

**DEF** - Defense

**STA** - Stamina

**INT** - Intelligence

**AGI** - Agility

**Luck** - Luck

**M DEF** - Magic Defense

**EXP** - Experience

Only level up or this Food can increase characters' ability.

*\* To remove from the equipment any item cursed during the game, use a magic that releases it from the curse (cure).*

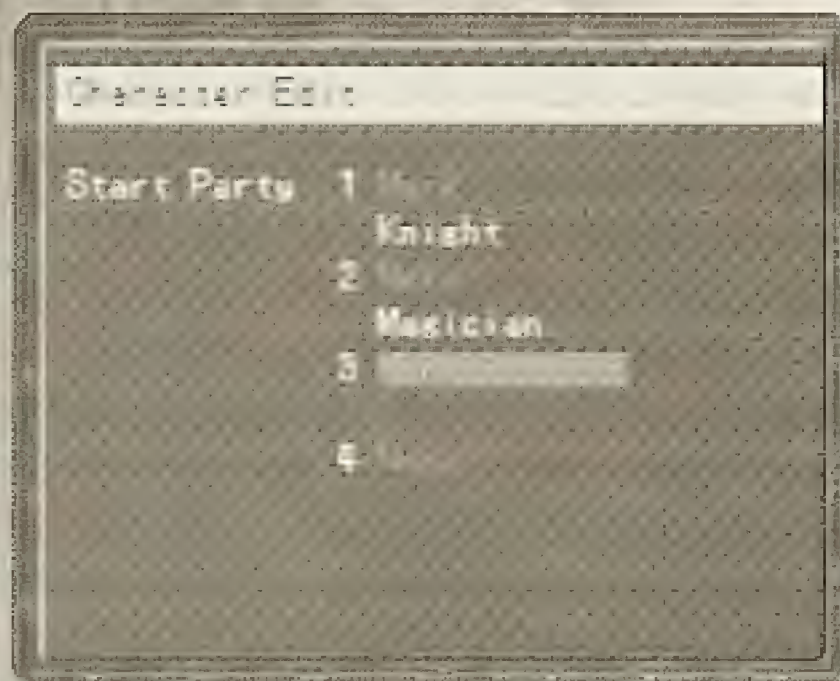


## CHARACTER EDIT


In [Character Edit] you'll create main characters in the game by setting parameters such as name and HP. The following explains the procedure used to create the characters.

### EDIT

Selecting [Main Characters] in [System Data] displays the command menu for [Character Edit]. Selecting [Edit] from this menu displays the main character list screen, where you can create a new character. See pg. 17 for other commands.



### START PARTY

Specify the members of the party with which the game will start. Selecting [Start Party] from the command menu displays the member selection screen. Move the cursor to a member number and press the  button. You can now select members who will form the party. Select the desired main characters.

You can choose a maximum of four characters for the Starting party.

### SPECIFYING THE MAIN CHARACTER TO EDIT

To create a new character in the main character list screen, select a number denoting No Data. The Main Character Editor will be displayed, with which you can create a new character. To edit a main character you've already created, select the number corresponding to that character.



## **NAME**

Enter the name of the main character. You can enter a maximum of eight letters for each name. See pg.15 for a detailed explanation of the entry method.

## **SKILL**

Specify the skill of the main character (see pg. 33). Setting a skill enables the setting of special abilities and values applicable to the skill. Selecting [Skill] and confirming the selection displays the menu used to specify the skill. From the menu, set the Skill you'd like to assign to the main character.

See pg. 34 for a table of special abilities available for each skill.

## **TABLE OF ITEMS THAT CAN BE SET**

### **STR - Strength**

Each time the level of the character increases, the value of the character's [STR] parameter increases by the value set here. This setting is related to the character's attack power.

### **DEF - Defense**

Each time the level of the character increases, the value of the character's [DEF] parameter increases by the value set here. This setting is related to the character's defensive power.

### **STA - Stamina**

Each time the level of the character increases, the value of the character's [STA] parameter increases by the value set here. This setting is related to the character's HP value.

### **INT - Intelligence**

Each time the level of the character increases, the value of the character's [INT] parameter increases by the value set here. This setting is related to the character's MP value.

### **AGI - Agility**

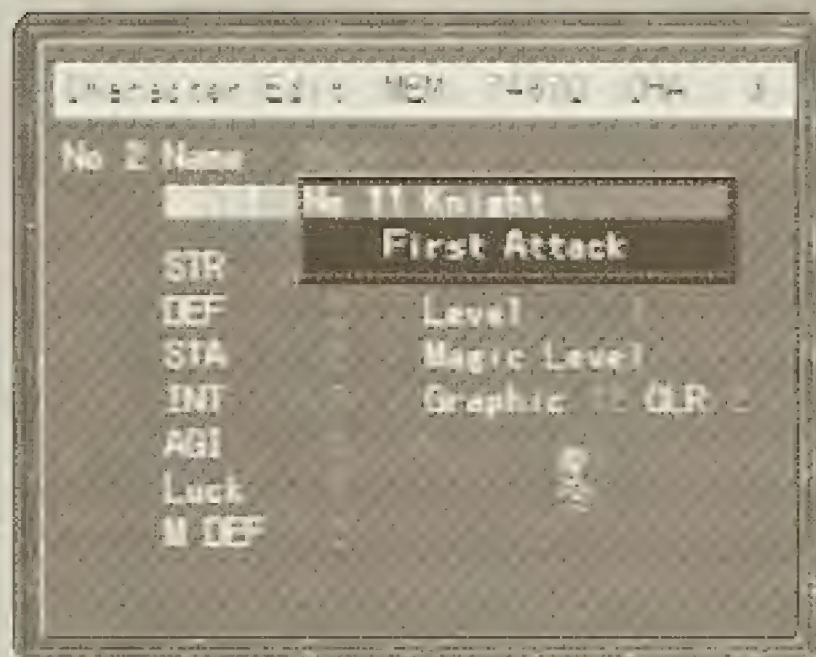
Each time the level of the character increases, the value of the character's [AGI] parameter increases by the value set here. The higher the set value, the easier it is for the character to escape the battle.

### **Luck**

Each time the level of the character increases, the value of the character's [Luck] parameter increases by the value set here. The higher the set value, the less likely it is that the character will fall prey to an enemy's attack.

### **M DEF - Magic Defense**

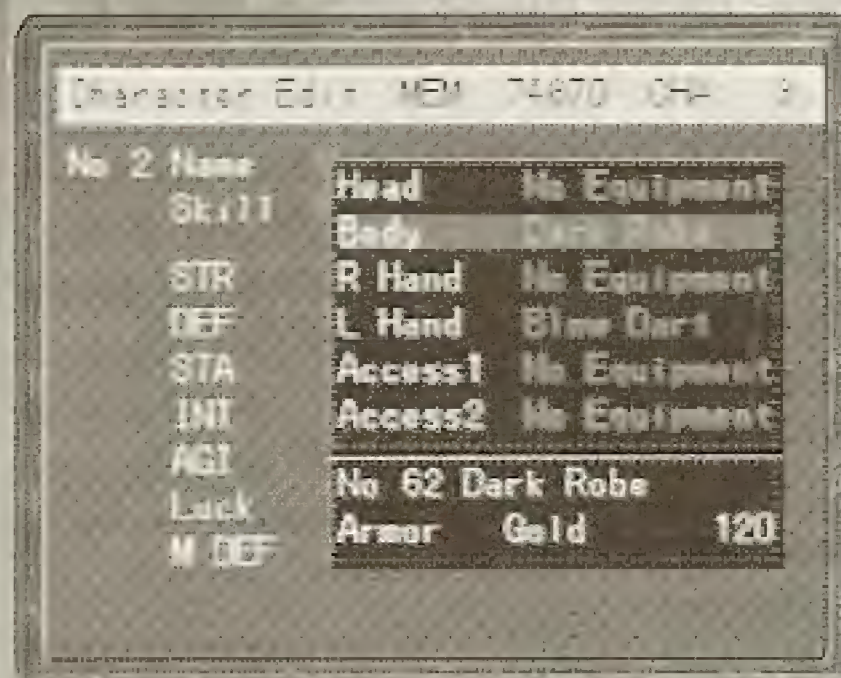
Each time the level of the character increases, the value of the character's [M DEF] parameter increases by the value set here. The higher the set value, the less likely it is that the character will submit to a monster's magic.





## EQUIP

Here you'll set the articles with which the character is already equipped when the game is started. Selecting [Equip] displays the equipment menu. Specify appropriate items for the respective parts of the body, such as Helmet for the head and Sword or Shield for the hands.



You must create the desired equipment in advance using [Item Editor].

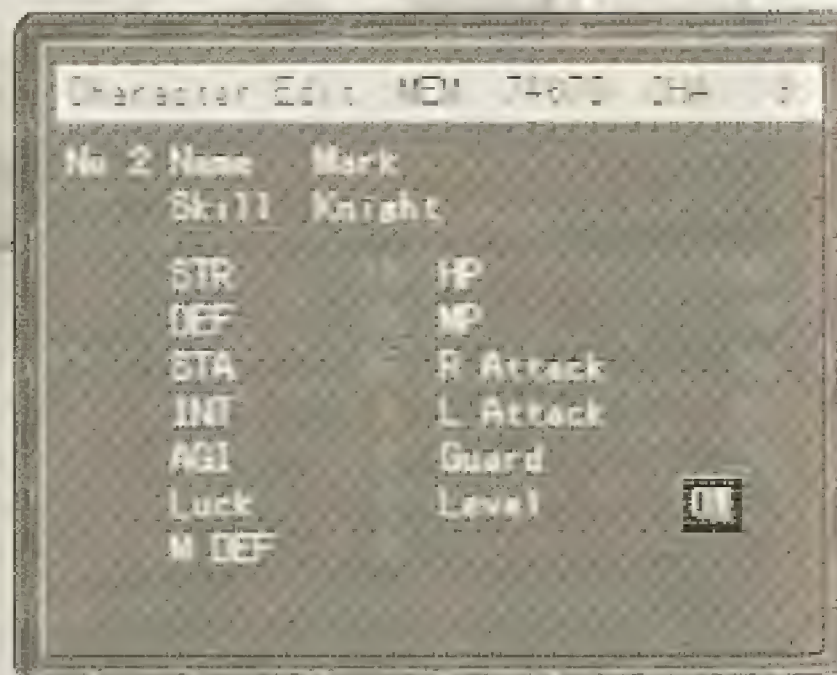
## Items That Can Be Set

- Head** Items of the [Helmet] type can be equipped.
- Body** Items of the [Armor] type can be equipped.
- R Hand** Items of the [Shield] or [Weapon] types can be equipped.
- L Hand** Items of the [Shield] or [Weapon] type can be equipped.
- Access1** Items of the [Accessory] type can be equipped.
- Access2** Items of the [Accessory] type can be equipped.

## LEVEL


Here you'll specify the character's Level for the start of the game. Selecting [Level] displays the ability value of the currently specified level (values corresponding to the starting equipment are included). Enter the desired level using a numerical value.

You cannot set 0 as the starting level.





## MAGIC LEVEL

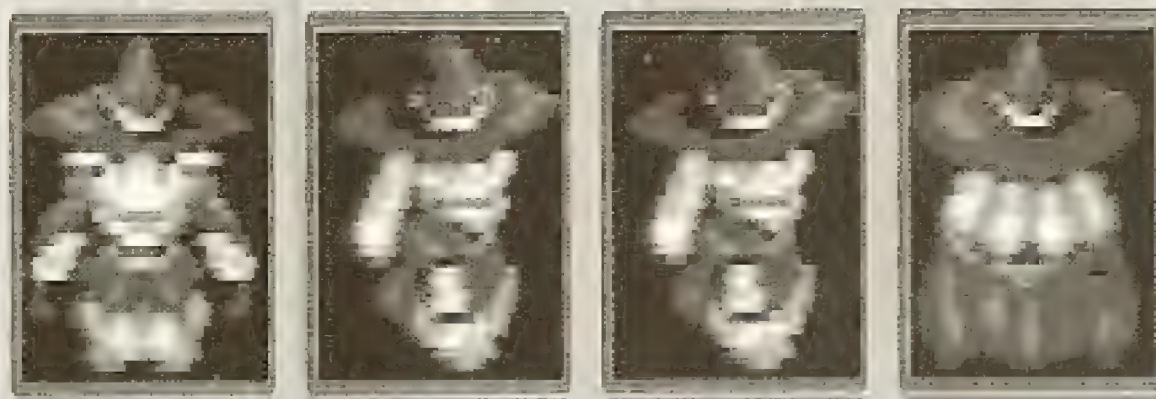
Here you'll specify the level of each magic that the character can master. Selecting [Magic Level] displays a list of magic. Choose a desired magic and press the  button. Then, simply enter the level of magic the character can master.

The character will not master a magic for which no [Magic Level] is set.

## GRAPHIC AND CLR (COLOR)

In [Graphic], specify the graphics used for the character. Selecting [Graphic] displays the screen from which you can select the number corresponding to the graphics you'd like to assign the character. Use the directional buttons to view different graphics, then choose the desired character graphics. Once the character graphics are set, select one of the four color patterns for the character in [CLR].

Sixty-eight graphics are available. You can also create your own character in Anime Maker. After you import the data, you can choose it here.



## HOW TO USE AN ORIGINAL CHARACTER

You can register in advance the characters you've created in Anime Maker (see pg. 27 Book 2) using [Import] from [Memory Card]. To use an original character in the game, specify its registry number in [Graphic], as explained above.


Character Edit	
5 Berserk	Increase Attack
6 Fury	Inflct Damage
7 Rage	Inflct Damage
8 Berserk	Inflct Damage
9 Minor Heal	Recover HP
10 Heal	Recover HP
11 Vaccine	Cure Poison
12 Quera	Enemies HP
13 Trance	Sleep
14 Enfeble	Decrease Guard



## **SKILL EDIT**

In [Skill Edit] you'll create skills the characters can acquire. Setting a skill to the character grants him the corresponding abilities.

### **EDIT**

Selecting [Edit] displays the skill list screen. To create a new skill, move the cursor to a number denoting No Data and press the  button.

### **SPECIFYING THE EDITING SKILL**

Selecting [Edit] from the command menu displays the item list screen. From this list select a number denoting No Data and confirm the selection using the  button. The [Item Edit] screen will be displayed. You can now edit a new item.

### **Name**

First, enter the name of the skill you'll be creating. Enter the name by following the procedure explained on pg. 15.

### **Ability**

Before setting an ability, you must set the use of abilities to ON in [GamePlay Edit]. Selecting [Ability] displays a selection window. Select the desired ability from the window.

### **Abilities**

The characters can have abilities other than magic or special attacks by acquiring the skills that accompany these abilities.



## TABLE OF ABILITIES

1. **None** - No ability.
2. **First Attack** - Enables the character to attack before the enemy does.
3. **Treasure Find Up** - Increases the probability at which the treasure box shows up upon defeating the enemy.
4. **1/2 MP Cost** - Reduces to half the value of the MP consumed when magic is used.
5. **2x Magic damage** - Doubles the magic damage sustained by the enemy.
6. **Critical Hit Up** - Increases the probability at which a critical hit occurs.
7. **Battle Heal** - Causes the HP value to increase randomly during battle.
8. **Counter attack** - Enables the character to attack at an appropriate probability when attacked by the enemy.
9. **Attack +1** - Increases by one count the set number of attacks allowed with the weapon.
10. **Reflect Attacks** - Enables the character to reflect the attack and inflict damage upon the enemy.
11. **HP Drain** - Sometimes increases the character's HP value by stealing the HP of the enemy being hit.
12. **EXP up** - Increases the EXP (experience) value gained upon defeating the enemy.
13. **No Class** - Ignores the class relationship between the magic and the enemy.
14. **Random Ability** - During battle, the character choose one of Abilities randomly in each turn, therefore, in the battle, each turn, the character has different ability.
15. **AI** - Causes the character to act according to the situation without accepting commands issued during battle.
16. **Resist Magic** - Causes the enemy's magic to become ineffective during battle.



## ITEMS THAT CAN BE SET IN SKILL EDIT

### STR - Strength

Each time the character's level increases, the value of the character's [STR] parameter increases by the value set here. This value affects the character's attack power.

### DEF - Defense

Each time the character's level increases, the value of the character's [DEF] parameter increases by the value set here. This value affects the character's defensive power.

### STA - Stamina

Each time the character's level increases, the value of the character's [STA] parameter increases by the value set here. This value affects the character's HP value.

### INT - Intelligence

Each time the character's level increases, the value of the character's [INT] parameter increases by the value set here. This value affects the character's MP value.

### AGI - Agility

Each time the character's level increases, the value of the character's [AGI] parameter increases by the value set here. The larger the set value, the easier it becomes for the character to escape a battle.


### Luck

Each time the character's level increases, the value of the character's [Luck] parameter increases by the value set here. The higher the set value, the less likely it is that the character will fall prey to the enemy's attack.

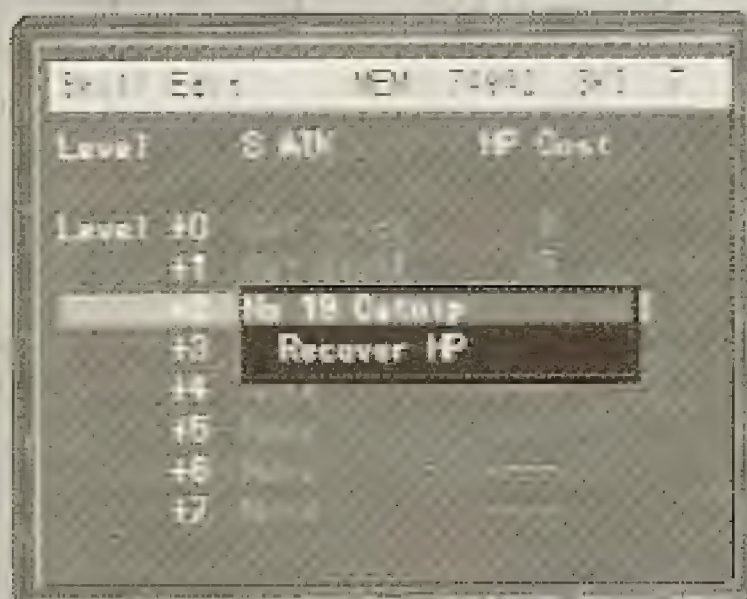
### M DEF - Magic Defense

Each time the character's level increases, the value of the character's [STR] parameter increases by the value set here. This value affects the character's defensive power against magic.

## S ATK - SPECIAL ATTACK

Selecting this item displays the setting screen for Special Attacks. First of all, you decide what level of player can get the Special Attack after the player acquires the skill which you are now creating. Choose the level (of special attack) you'd like to set and press the  button. The list of Special Attacks (magic) you've created in advance will be displayed. Select the desired special move from the list.

Special Attacks are created using [Magic Edit].



You have to create Special Attacks using [Magic Edit] before setting an [S ATK].



## CONDITION

Condition is a function that allows the character to change their skills by visiting a Skills selection shop (see pg. 14 Book 2) once a specific condition has been satisfied. In [Condition] you'll set the conditions for changes in skill. Selecting this item displays the condition list screen. Select the item you'd like to set as the condition, then press the right directional button. You can now set the specific content for each conditional item.

All items can be set as conditions for changes in skill.

### Level ~ M DEF

From Level through M DEF, specify a desired value as the condition. In other words, the character can change their skills when the applicable value reaches the specified number.

**LVL 00.** - Level

**STR 0000.** - Strength

**DEF 0000.** - Defense

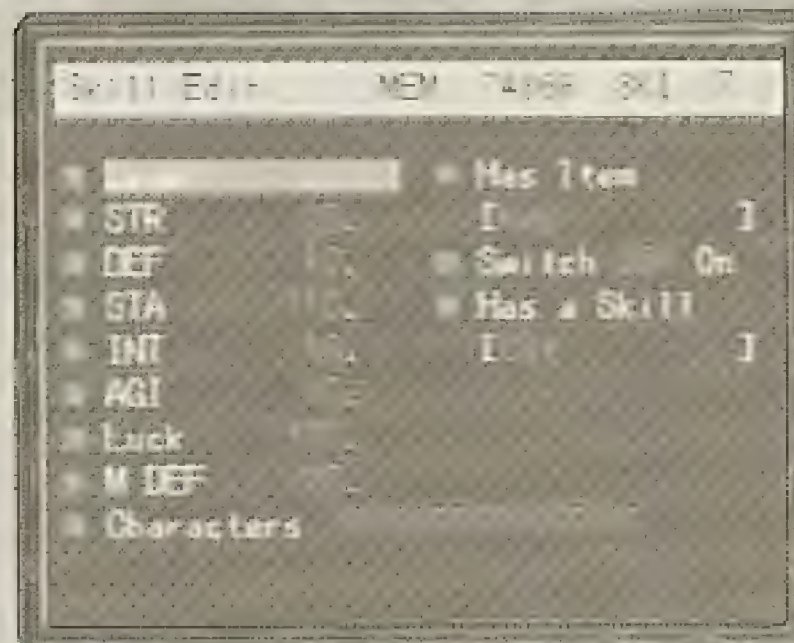
**STA 0000.** - Stamina

**INT 0000.** - Intelligence

**AGI 0000.** - Agility

**LUCK 0000.** - Luck

**M DEF 0000.** - Magic Defense



### Characters

Specify the characters that can acquire the skill you're now editing. Selecting this item and pressing the right directional button displays the character selection menu. In this menu you can select the applicable character with the left/right directional buttons, and switch between O (eligible) and X (not eligible) using the up/down directional buttons.

### Has Item

The character can change their skills only when they have a specific item. Here, specify the item used as the condition for change in skill. Highlight [Has Item] and choose a specific item which you create using [Item Edit]. You have to create item/s using [Item Edit] before setting this.

### Switch ### ON

The character can change their skills only when a specific switch is set to ON. For [Switch], see pg. 9 Book 2.

### Has a Skill

The character can change their skills only when they currently have a specific skill. Specify the skill to be set as the condition. The skill has to be created before setting this item.

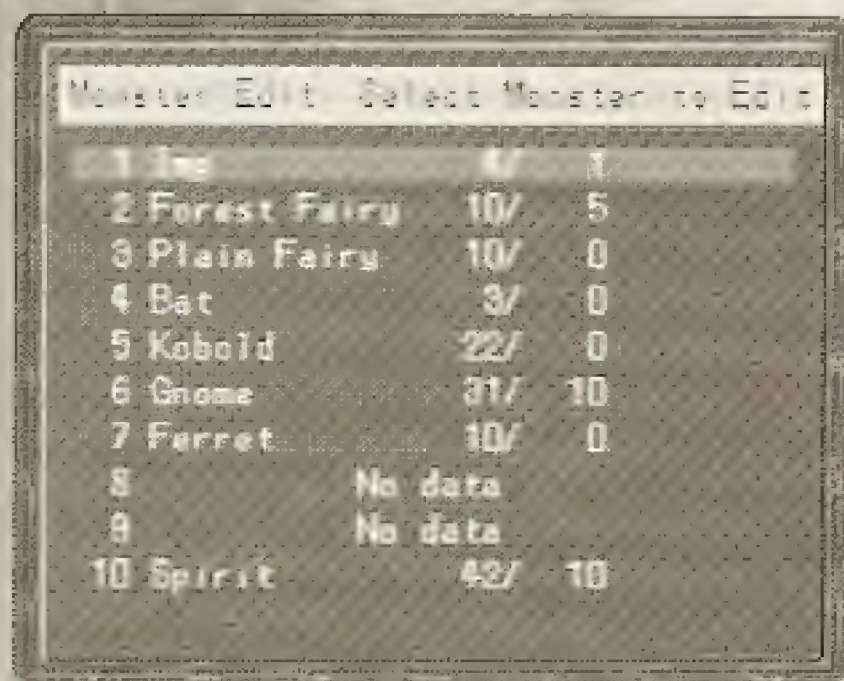


## MONSTER EDIT

In [Monster Edit], you'll create data for monsters that will show up during the game. To place on a map the monster you've created in this editor, use [Monster Appearance] in [System Data] (see pg. 53).

### EDIT

Select [Monster] from [System Edit]. When the edit menu is displayed, select [Edit]. Other commands are explained on pg. 17.



Monster Edit Select Monster to Edit


1 Tree	4/	1
2 Forest Fairy	10/	5
3 Plain Fairy	10/	0
4 Bat	3/	0
5 Kobold	22/	0
6 Gnome	31/	10
7 Ferret	10/	0
8	No data	
9	No data	
10 Spirit	42/	10

### SPECIFYING THE MONSTER TO EDIT

Selecting [Edit] from the edit menu displays the monster list screen. To create a new monster, select a number denoting No Data. To edit an existing monster, select that monster.

HP and MP are displayed next to the name of the monster.

### NAME

Select a monster number with New Monster indicated next to it, then press the  button. The text-entry screen will be displayed. For text-entry explanations, see pg. 15.



## ITEMS THAT CAN BE SET

### **HP**

Set the [HP] value. A maximum of 9,999 points can be set for this value. The larger this value, the larger the monster's STA value will be.

### **MP**

Set the [MP] value. A maximum of 9,999 points can be set for this value. The larger this value, the larger the monster's MP value will be.

### **Attack**

Set the [Attack] value. A maximum of 9,999 points can be set for this value. The larger this value, the greater the damage sustained by the main character will be.

### **Guard**

Set the [Guard] value. The greater this value, the higher the monster's guard against physical attack becomes, i.e., the monster will be less likely to sustain damage from the main character's physical attack.

### **AGI - Agility**

Set the [AGI] value. A maximum of 9,999 points can be set for this value. The greater this value, the less likely it is that the monster will fall prey to the main character's attack.

### **M DEF - Magic Defense**

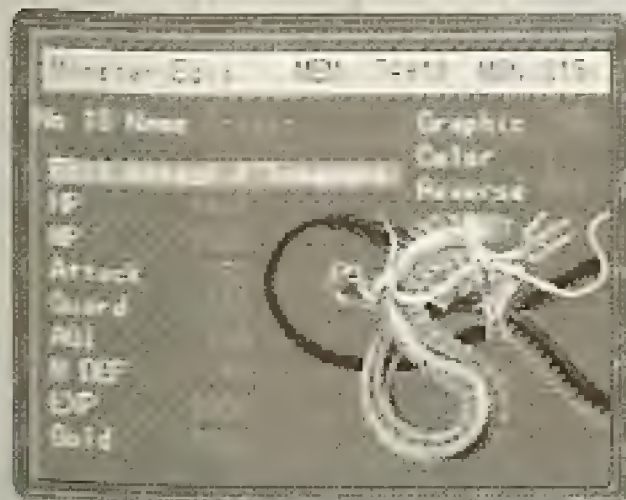
Set the [M DEF] value. The greater this value, the higher the monster's guard against magic becomes, i.e., the monster will be less likely to sustain damage from the main character's magic attack.

### **EXP - Experience**

Set the [EXP] (experience) value. A maximum of 9,999 points can be set for this value, which becomes the experience the main character gains upon defeating the monster you're now creating.

### **Gold**

Set the [Gold] value. A maximum of 9,999 points can be set for this value, which becomes the amount of money the main character gets upon defeating the monster you're now creating.



## BALANCE BETWEEN THE MAIN CHARACTERS AND THE MONSTERS

The game loses a good sense of balance if strong enemies appear right after the game is started or weak enemies show up toward the end of the game. Consider the attack power and stamina of the main characters, and properly set the strength of each monster by checking the balance through repeated trial plays.

Make the Boss slightly stronger than the others.



## EDIT ATTACK/TREASURE

Selecting [Edit Attack/Treasure] displays the screen in which you can set the attack patterns of monsters and items regarding the treasure box. Ten items are available in this screen, including [Abilities] and [Treasure] - (Treasure Box Probability). The following explains the procedure used to set each item. The items set here can be checked in [Battle Test] from [Monster Appearance].

When the character defeats a monster in the battle, he receives a treasure box containing an item.

## ABILITIES

Here you'll set a special ability (talent) for each monster. Selecting [Abilities] displays the ability list screen. Select the ability you'd like to assign the monster you're now creating. See the table below for the abilities that can be set.

### TABLE OF ABILITIES

#### No critical Hits

The monster will not score any critical hits.

#### Critical Hit Up

The monster's critical hit probability will go up.

#### Double Attack

Attack twice in one turn.

#### Multi Attack

Attack three times in one turn.

#### Miss 1/2 of the attacks

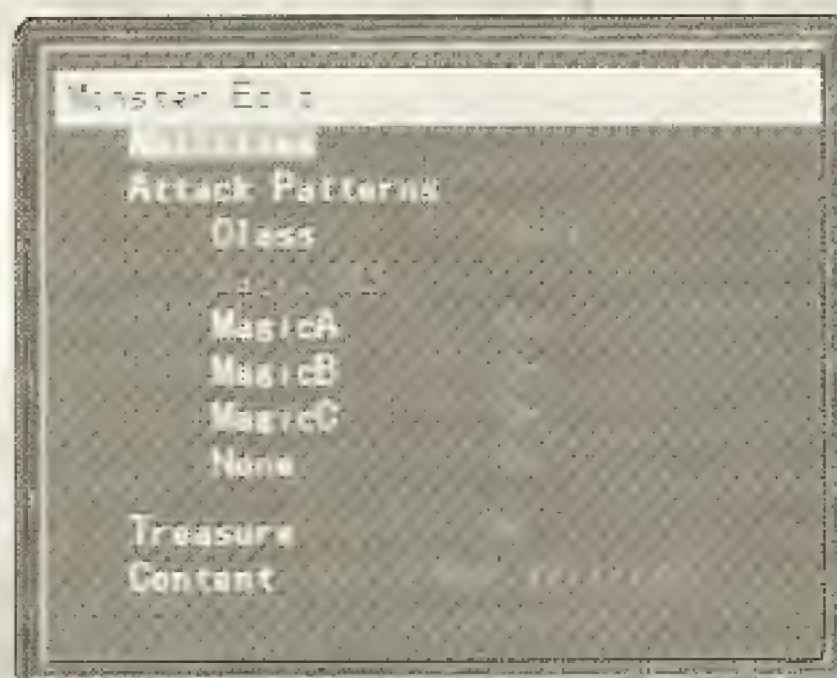
The probability that the Monster will miss the attack will be 50%.

#### 2 x damage

The monster's magic attack power will be doubled.

#### Auto Battle

The probabilities that are set in [Attack Patterns] will all be the same. For example; when you set probabilities as; normal attack 80%, Magic 10%, Guard 10% and then [Auto Battle] is initiated, all probabilities will be changed to 33% each. Only patterns that are not 0% will be affected when [Auto Battle] is initiated.





## **ATTACK PATTERNS**

Set the pattern in which the monster mounts its attacks. Select the action pattern, then press the right directional button to enter the probability at which the monster mounts the applicable attack. When a probability is set for all action patterns, the total probability value should not exceed 100%.

### **NORMAL (Direct attack pattern)**

**Normal Attack** - Attacks only as a physical attack.

**Charge Attack** (normal damage) - Attacks by charging but receives a counterattack of the character being attacked.

**Poison Attack** - Poisons the character who has sustained damage.

**Paralyze Attack** - Paralyzes the character who has sustained damage.

**Sleep Attack** - Puts to sleep the character who has sustained damage.

**Petrify Attack** - Petrifies the character who has sustained damage.

**Critical Hit** - Immediately kills the character who has sustained damage.

### **ACTION (Indirect attack pattern)**

**Do nothing** - Does not attack or defend himself.

**Guard** - Guards himself. The damage inflicted by the character is reduced to about half.

**Flee** - Runs away from the battle. The character will not gain EXP from a monster that ran away.

**Self-destruct** - Self-destructs when the HP value drops to half, thereby inflicting damage upon the character.

**Steal MP** - Mounts an attack to steal MP from the character.

**Hide** - Hides himself. Even when the battle ends while the monster is in hiding, the character still receives the treasure box and other entitlements.

### **Magic**

Mounts attacks using the magic specified here.

### **S ATK (Special Attack)**

Mounts attacks using the special move specified here.



## ITEMS THAT CAN BE SET

This section explains the setting items regarding monsters other than their abilities and attack patterns. Selecting the item you'd like to set displays the corresponding menu. You can use this menu to set the contents of the item.

### Class

Set the class of the monster you're now creating. Selecting this item displays the class menu [MagicA], [MagicB], [MagicC] and [None]. The classes displayed are the same as those of magic. This item can be set if [Use of Class] is set to ON in [Gameplay Edit].

### IMPORTANT!

Relationship between Magic Class and Damage:

The chart below explains the relationship between Magic Classes and damage.

The chart explains when the magic class of Monster is set, how much damage the main characters can give to monsters of each Magic class.

Monster Class	MAIN CHARACTER'S MAGIC CLASS			
	Magic A	Magic B	Magic C	None
Magic A	25%	50%	150%	100%
Magic B	150%	25%	50%	100%
Magic C	50%	150%	25%	100%
None	100%	100%	100%	100%

FOR EXAMPLE; when you set the monster's class as Magic A, Class C magic will cause more damage than using any other class magics.

### Magic GRD - Magic Guard

Decide whether or not to enable the magic guard value set in [M DEF]. This item can be set if [Use of Class] is set to OFF in [Gameplay Edit].

#### Magic A

Decide whether or not a Class A magic attack, released from the main character party, is effective [ON] the monster you're now creating.

If [OFF] is selected, the monster will not sustain any damage from Class A magic.

#### Magic B

Decide whether or not a Class B magic attack, released from the main character party, is effective on the monster you're now creating.

If OFF is selected, the monster will not sustain any damage from Class B magic.

#### Magic C

Decide whether or not a Class C magic attack, released from the main character party, is effective on the monster you're now creating.

If OFF is selected, the monster will not sustain any damage from Class C magic.

#### None - No class magic

Decide whether or not a No Class magic attack, released from the main character party, is effective on the monster you're now creating.

If OFF is selected, the monster will not sustain any damage from No class magic.



## TREASURE

Set the probability at which the character receives a treasure box upon defeating the monster. From the menu displayed when [Treasure] is selected, choose the desired probability value.

### What is Treasure Box?

The treasure box is a reward the character receives upon defeating a monster in battle. You can specify the item contained in the treasure box. Only one item can be placed in the treasure box. The character can't receive a treasure box if all enemies have run away during battle.

## CONTENTS

Set the item contained in the treasure box. Selecting [Contents] displays the menu used to specify an item. Select the desired item.

## GRAPHIC

Set the graphics for the monster. Select [Graphic] and use the directional buttons to select the monster.

### Color

You can choose one of four color patterns for the monster selected in [Graphic]. The color pattern changes each time the  button is pressed.

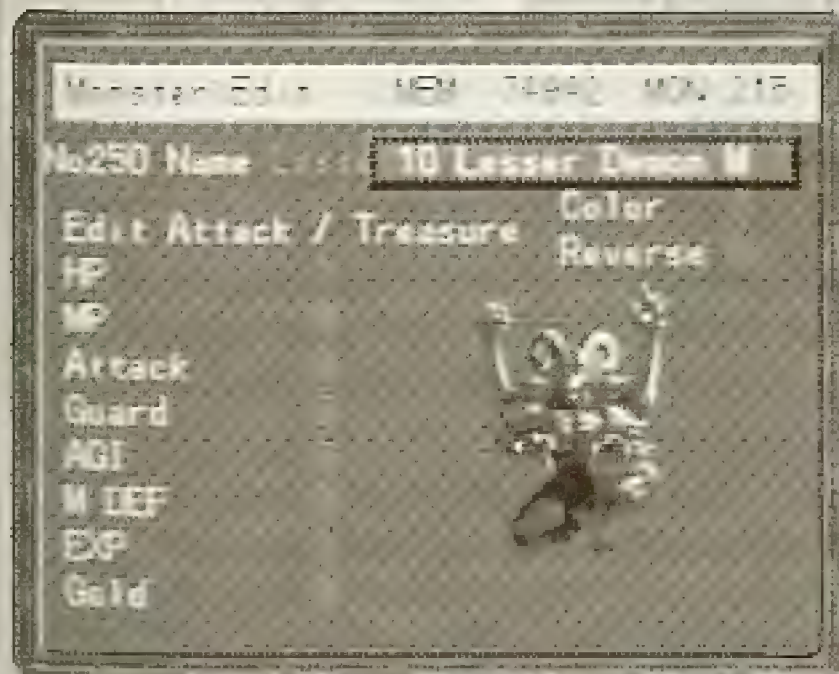
### Reverse

Decide whether or not to use the monster graphics by reversing it 180 degrees.

Selecting a graphic enters the name automatically. If you don't want to spend time on name entry, you can select the graphics first.

## HOW TO USE AN ORIGINAL MONSTER

Create a monster in Anime Maker, then save the data to the Memory Card. Next, load it into the game data by following the same procedure explained on pg. 32.





## DUNGEON EDIT

Here you'll create a dungeon map on which the main character actually engages in action. You can create an original map by combining different parts, such as towns, castles and dungeons. Use the various graphic data provided with the software to create an interesting dungeon.




## EDIT COMMANDS

### Edit

Used to create/edit a dungeon map. In [Sample], you can use the sample data provided in the software. In [Custom], you'll create an outside world, or dungeon within a building.

### Move

Used to change the map number of the dungeon you've created. Select a map and move the cursor to its destination, then press the  button. If data already exists at the destination, that data will be overwritten.

### Copy

This is used to copy a dungeon. Select the dungeon you'd like to copy, then specify the destination. A copy of the selected dungeon will be created at the destination. If data already exists at the destination, that data will be overwritten.

### Delete

Executing this command deletes the selected dungeon. If you'd like to delete multiple dungeons, you must select them one by one.

### Delete All

Used to delete all dungeon data at once. Deleted data cannot be restored.



## EDIT

Select [Edit] in Dungeon Edit. Selecting the dungeon you'd like to edit displays the creation screen.

Select [Sample] or [Custom] to display the map-creation screen. If [Sample] is selected, the screen will only display the Name, BGM and BG (Background Image) commands in the edit command list. When [Custom] is selected, all commands shown below will be displayed.



Use the various functions available to create a dungeon that matches the one you've imagined.

## EXPLANATION OF COMMANDS

### Information window:

NO.	Indicates the map number and name of the dungeon map currently being displayed.
BGM	Indicates the BGM set for the dungeon map currently being displayed.
Size	Indicates the size of the dungeon map currently displayed using the number of map parts.
MEM	Indicates the overall capacity available that is not currently used by system data.
Used	Indicates the capacity used on the dungeon map screen currently being displayed.
POS	Indicates the current cursor position in the map-creation screen.
Auto Fix	Indicates whether or not the Automatic Fix mode is ON (or OFF).
Shoe Icon	Indicates whether or not the created characters can move on the block or not. (0=OK, X=NO)

### Command list:

Parts 1	Displays the list of parts you can use to create a dungeon map, one tile at a time.
Parts 2	Displays a part list similar to that in Parts 1, but allows you to place many tiles in a single operation. Select the starting point with the  button, move the cursor to lay the parts down in a continuous pattern and then press  button again to complete the operation.
Cut	Deletes the parts inside the specified area of the dungeon map and stores it in the clipboard so it can be pasted later.
Copy	Temporarily stores the specified area of the dungeon map.
Paste	Pastes the data temporarily stored using [Copy] to a specified destination on the map.
Name	Displays the text-entry screen where you can assign a name to the dungeon map.
BGM	Sets the BGM that will be played during the game while the screen is showing the map currently displayed.
BG	Selects wallpaper or tile as the background to be pasted into the dungeon map.
Mode	Toggles the Automatic Fix mode ON and OFF, which applies while creating a dungeon map.

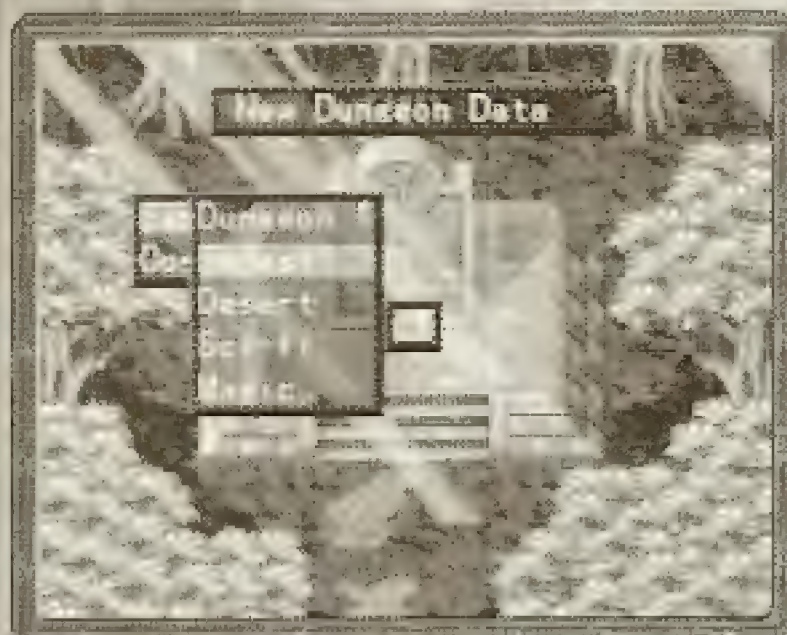




## CREATING A DUNGEON

### A. Using Sample Data

Selecting [Sample] in [New Dungeon Data] displays a list of commands you can use to select desired graphic data provided with the software. Select one of the 20 types of graphics available from [Dungeon] to [Other], then select the number corresponding to the item you'd like to set.



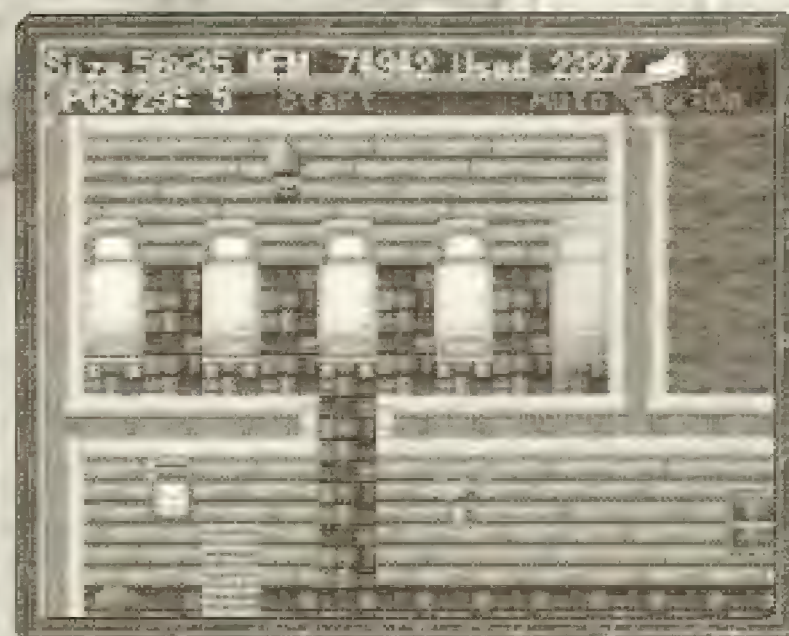
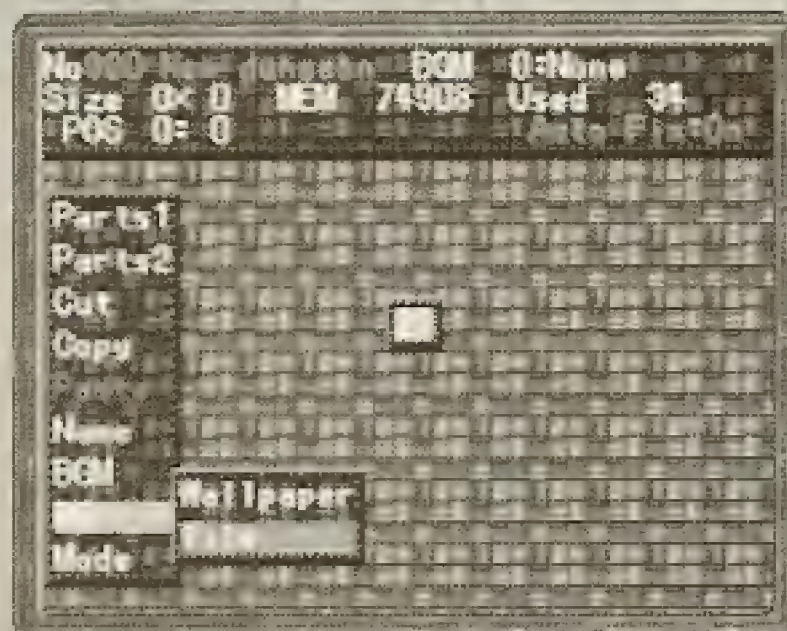
Use the sample data that best matches the setting.

### B. Creating Custom Data

Create a new dungeon of your own.

1. Select the type of map you'll be creating. Select [Custom] from [New Dungeon Data] and decide whether to show the inside or outside of the building with the map. Pressing the **X** button displays the dungeon-creation screen.
2. Select the parts you'd like to use from [Parts 1 (2)]. First, press the **X** button to return to the dungeon-creation screen, then move the cursor to the location in which you'd like to place the part. Pressing the **A** button displays a command list. Select the part from the list and place it using the **X** button. You can also display the Part Selection screen using the Start button.
3. Select [Wallpaper] or [Tile] in [BG] to fill in the empty space on the map.

Use different parts for the inside and outside to effectively depict the different settings.



You can also create a map by placing the tile first.

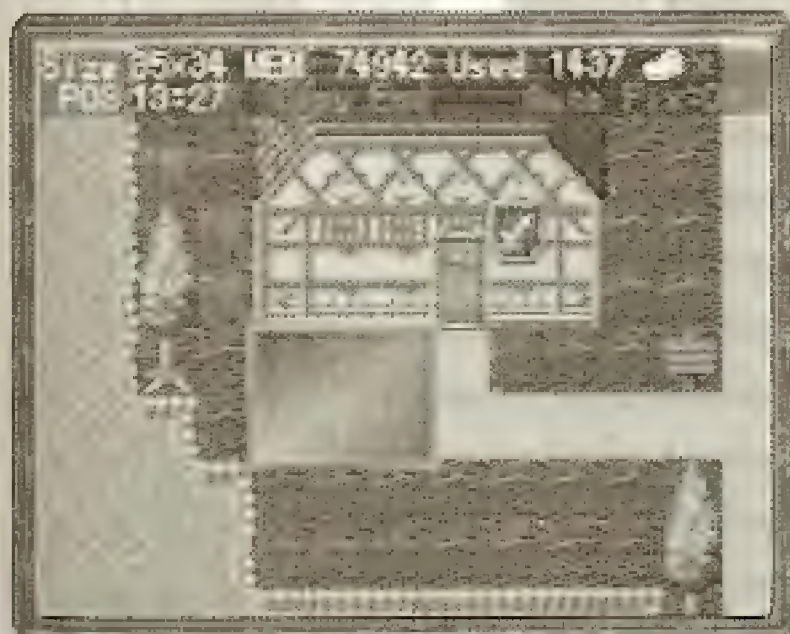


## **CUT**

[Cut] is used to delete areas of the map you find unnecessary. Move the cursor to the starting point of the area you'd like to cut, confirm the selection, and set the end point. Pressing the **X** button cuts out the selected area. You can also delete an area by executing the command while holding the R1 or R2 button. The data that has been cut is stored temporarily, and can be pasted.

## **COPY/PASTE**

[Copy] is used to temporarily store a specified area of the map. First, select the area of the map you'd like to copy, then confirm the selection. Specify the destination and execute [Paste] to copy the selected area.



You can paste the same data continuously until different data is copied.



Use [Copy] and [Paste] to copy the data.

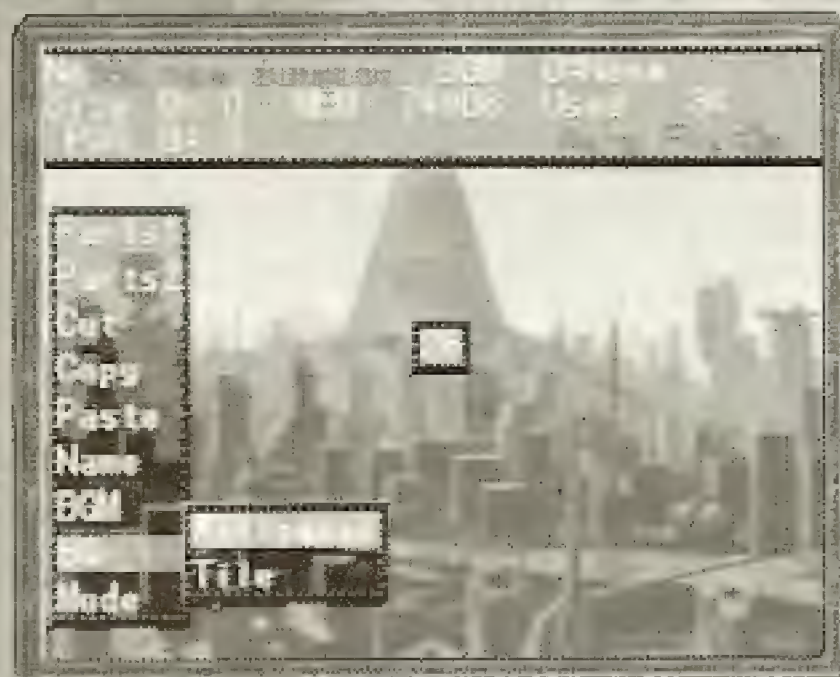
## **ABOUT NAME/BGM.**

Use [Name] to assign a name to the dungeon map. Selecting this command displays the text-entry screen (for text-entry explanations see pg. 15). [BGM] is used to set the BGM that will play in this dungeon screen during the game. Select the name of the BGM using the directional buttons, then confirm your choice. You can also set No BGM.



## BG - BACKGROUND IMAGE

Background Image is a function used to fill in empty space on the dungeon map. Graphic data of [Wallpaper] and [Tile] types are provided with the software. You can only set one type, [Wallpaper] or [Tile], for the background-image data.



Different patterns of background-image data are provided.

## ABOUT MODE SWITCHING

Selecting [Mode] enables you to choose whether or not to automatically fix the arrangement of parts (ON or OFF) when they're placed continuously. Selecting ON causes the adjoining parts to be placed/rearranged automatically, but only when the specified parts are selected. You can also switch between the ON and OFF settings using either **L1** or **L2**.

Select the mode setting according to the dungeon you're creating.





## FIELD EDIT

Here you'll create a field map, which will be used as the setting for your story. The field map is a world map that represents the entire world the main characters will explore in their adventure. Position parts by considering the geography of the overall map, then refine the field map by setting the towns in which various events take place and the roads that connect these towns.

### EDIT COMMANDS



#### Edit

Used to create/edit a field map. Select parts from the field-map Part Selection screen, and place them on the screen you're now creating. You can create a maximum of eight field maps.

#### Move

Used to change the map number of the field map you've created. Select the map you'd like to move, place the cursor over the new destination, and press the **X** button.

#### Copy

Used to copy a specified area of the field map. When the destination is specified, the same map area will be created in that location. If data already exists at the destination, that data will be overwritten.

#### Delete



Executing this command deletes the selected map. If you'd like to delete multiple maps, you must select them one by one.

#### Delete All

Used to delete all field-map data at once. Deleted data cannot be restored.



## EDIT

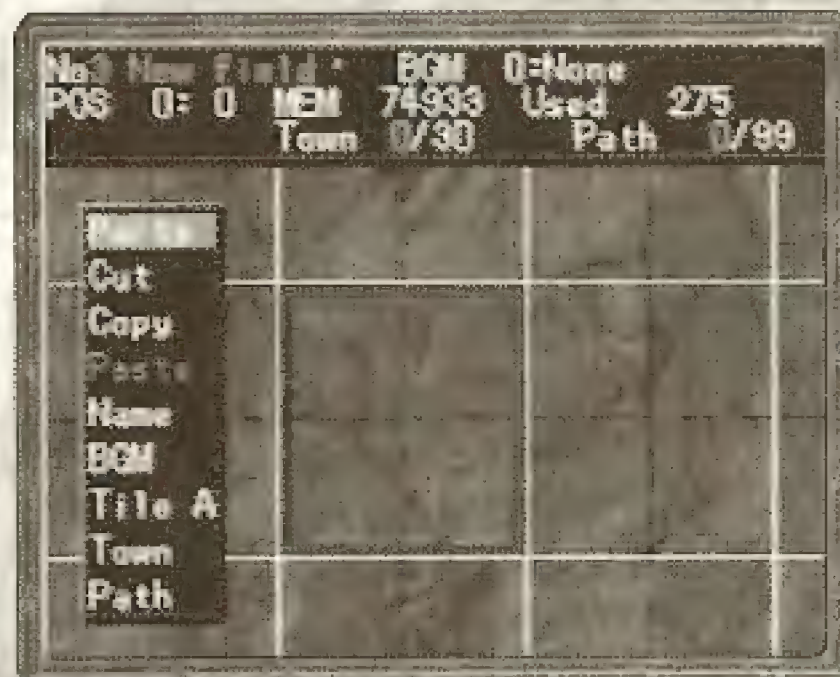
Select the map you'd like to edit in [Edit]. Press the  button to display the map-creation screen. Press the  button to display the command list, and use the commands to create/edit a map. The following commands are available when creating a new map or updating an existing map.

A maximum of 360 parts can be placed on a single map.

## EXPLANATIONS OF COMMANDS

### Information Window

- NO.** Indicates the name and number of the field map currently being displayed.
- BGM.** Indicates the BGM set for the field map currently being created.
- POS (Position)** Indicates the cursor position in the map-creation screen currently being displayed.
- MEM (Free Memory)** Indicates the overall capacity available that is currently not being used by system data.
- Used** Indicates the capacity used on the field-map screen currently being displayed.
- Town** Indicates the number of the town currently being created. You can create a maximum of 30 towns.
- Path** Indicates the number of the Path currently being created. You can create a maximum of 99 Paths.





### Commands

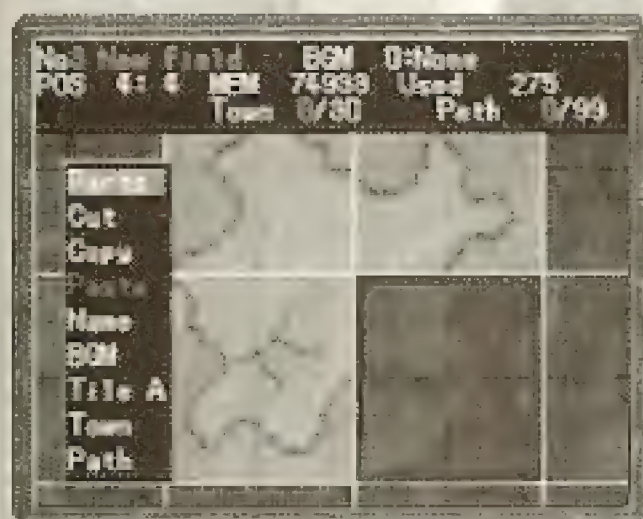
- Parts** Displays a list of parts you can use to create a field map.
- Cut** Deletes the parts from within the specified area of the field map currently displayed.
- Copy** Temporarily stores in memory a specified area of the field map.
- Paste** Pastes the data temporarily stored with [Copy] to a specified destination on the map.
- Name** Switches to the text-entry screen, in which you can assign a name to the field map.
- BGM** Sets the BGM that will be played while the screen is showing the current field map.
- Tile A** Switches between [Tile A] and [Tile B] and sets a desired tile in the field-map screen.
- Town** Sets a town on the field map. This will be a connection to the dungeon map.
- Path** Creates a Path on the field map. The Path will connect the towns you've already set.



## CREATING A MAP

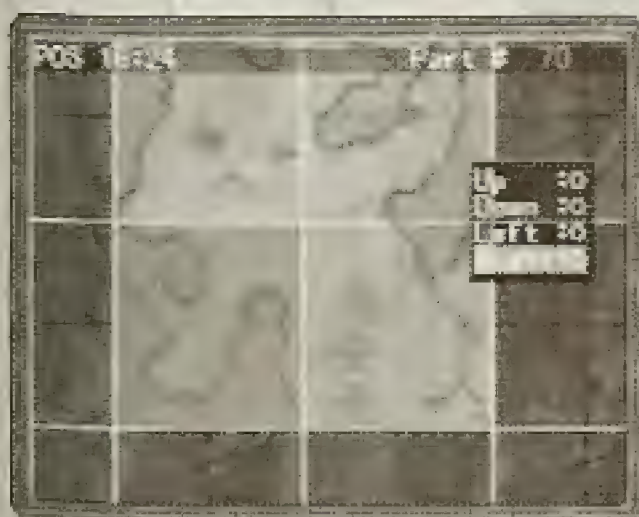
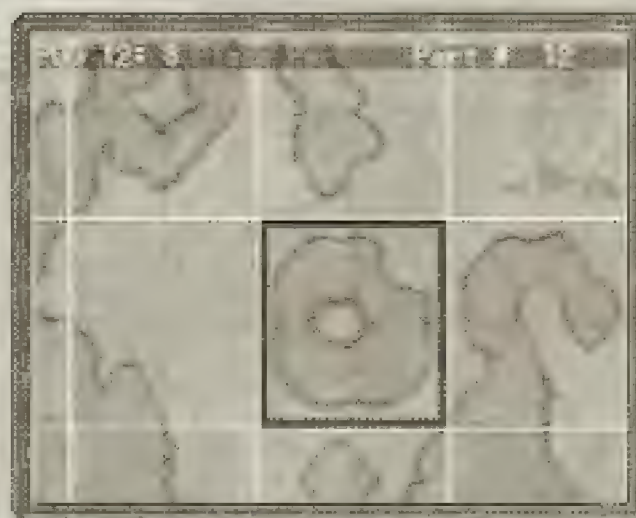
The following describes the procedure used to create a field map.

1. Selecting [Parts] from the command list in the map-creation screen (or pressing the Start button). Displays the Part Selection screen. Choose a desired part and press the  button. The selected part will be temporarily stored, and you'll return to the map-creation screen.
2. Move the cursor to the desired position and press the  button. The selected part will be placed in the desired position. Be sure to place the cursor inside the white frame. If the cursor is in contact with the frame, the part will not be placed.
3. Repeat the above procedure to complete the field map. Useful features such as [Cut], [Copy] and [Paste] are also available.



Place the selected parts one by one.

The [World Map] in which your adventure takes place is now complete.

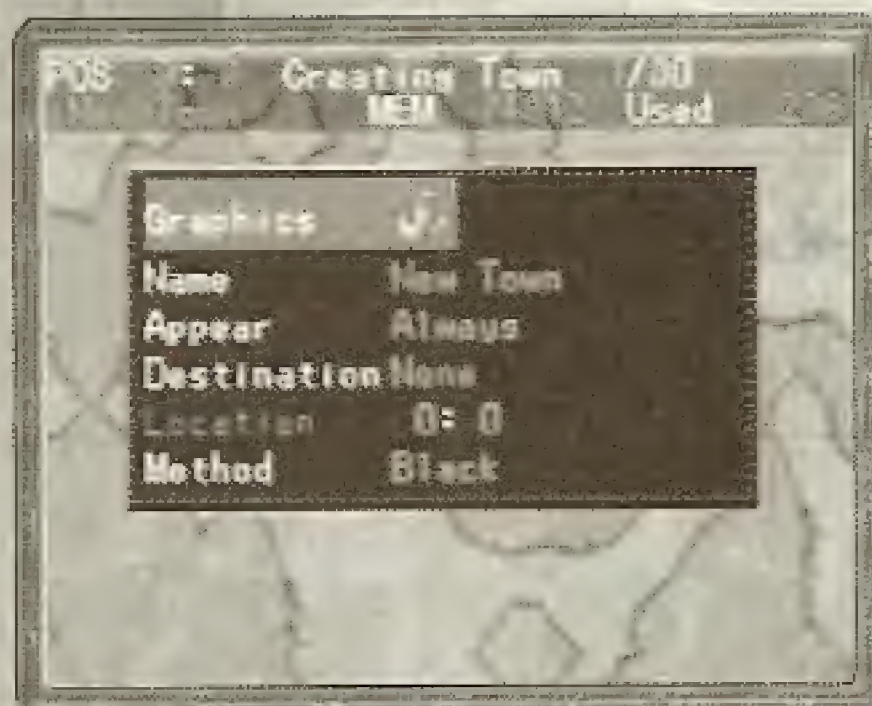


### L1 And L2

Pressing the **L1** or **L2** in the field-map position screen displays another window next to the cursor. Selecting [Up], [Down], [Left] or [Right] automatically displays the part(s) that will be connected on the selected side. If more than one part is available, use the left/right directional buttons.

Place the applicable part using the  button.





## TOWN-CREATION SCREEN

### Graphic

Select the town graphics that you'll place on the field map. Various graphics such as castles, houses, towers are available. You can also set No Graphics.

### Name

Set a name for the town. The name will be displayed on the field-map screen when the main character enters the town during the game.

### Appear - Conditions for Appearance

Set the conditions for town graphics. Selecting [Switch ON] (Display when the switch is ON) enables you to control the appearance of town graphics using the switch number. If Select [Always], the town you created will appear any time.

### Destination - Warp Destination

Connect the town and dungeon. Select the dungeon of the warp destination, then confirm the selection. To return to the field map from the dungeon, you must set the event.

### Location - Warp Location

Set the exact location in the dungeon where the main character will appear. Check the warp location in the dungeon to confirm the selection.




### Method - Warp Method

Here, you can choose the screen effect that will take place when the main character warps. For instance, if you choose [Black (melt)], the screen will fade out.



## PATH

Set Paths that will connect towns.

1. Pressing the  Button displays the command list. Select and execute [Path], and the Path-creation screen will be displayed.
2. Place the cursor on the town where you want to start the Path, and press the  button. Next, select the town where you'd like the Path to end and press the  button. The Path will be displayed. To create a Path, you must set two or more towns in advance.
3. When the Path is displayed, a screen used to set the [Appear /Move] will appear. If you don't want to set the conditions, simply exit the screen. If you want to use the switch to control when to make the Paths appear and when to make them movable, enter the switch number.

### **Appear - Conditions for Appearance**

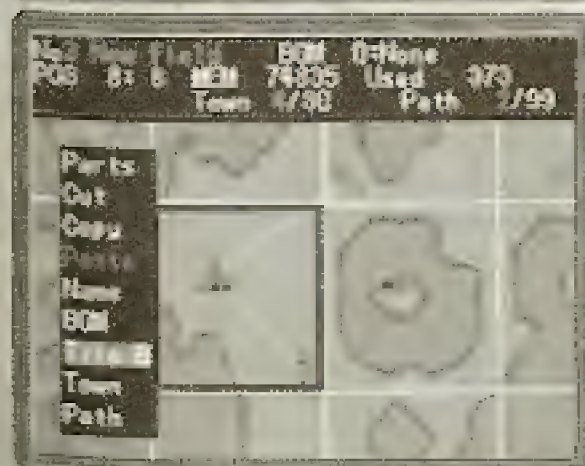
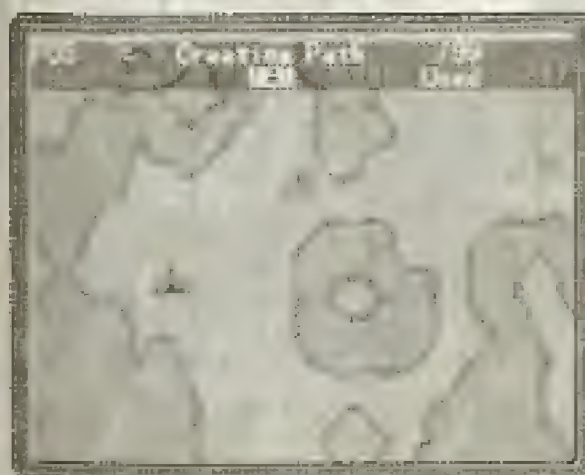
Set the conditions for Path. Selecting [Switch ON] (Display when the switch is ON) enables you to control the appearance of Path using the switch number. If you select [Always], the Path will always be visible and can be used by the player at anytime.

### **Move - Conditions that enable the use of the Path**

Set the conditions that will enable the use of the Path. Selecting [Switch ON] (Display when the switch is ON) enables you to control whether the player can use the Path using the switch number. If you select [Always], the Path will always be visible and can be used by the player at anytime.

Select the towns you'll use to start and end the Path in order to create the Path.

You can control when to make the Path appear by setting the conditions.

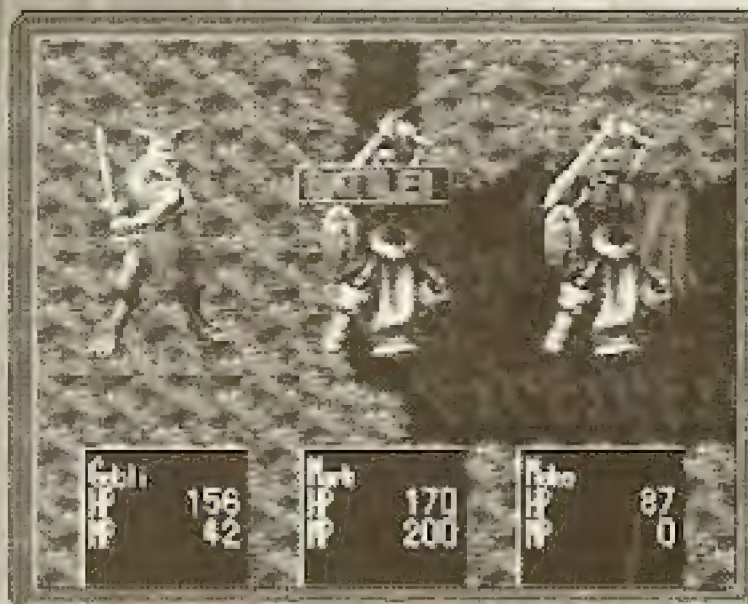


### **ABOUT NAME, BGM AND TILE A**

Selecting [Name] lets you assign a name to the field map. In [BGM] you can set the background music that will be played during the game. [Tile A] is used to set whether or not to wrinkle the map. The presence of the tile greatly affects the map's appearance.

Selecting [Tile B] makes map creation easier.





## MONSTER APPEARANCE

You can set the monsters created in [Monster Edit] to appear randomly on the dungeon map. Before setting any details here, you must choose either the map unit or the parts unit in [Gameplay Edit]. Depending on your selection in [Gameplay Edit], the method of monster appearance will differ.

The monsters that you have set will appear on the dungeon maps.

## MANUAL OR AUTOMATIC

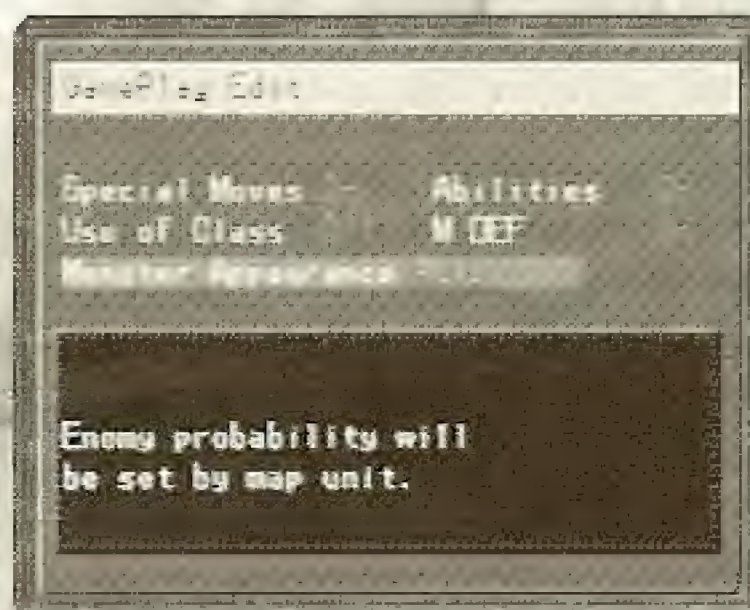
If you select [Auto] in [Monster Appearance] in [Gameplay Edit], you'll set the probability at which the monsters appear for each dungeon map. Selecting [Manual] sets the probability for each part of the map.

## CORRELATION BETWEEN MONSTER APPEARANCE AND MONSTER EDIT

To set the monster appearance, you must create monster data in [Monster Edit] in system data first. You'll also need the dungeon map data.

In [Gameplay Edit], select [Auto] or [Manual] in advance to decide how the monsters appear.

Monster Edit - Select Monster to Edit		
Item	U	I
2 Forest Fairy	10/	5
3 Plain Fairy	10/	0
4 Bat	3/	0
5 Kobold	22/	0
6 Gnome	31/	10
7 Ferret	10/	0
8	No data	
9	No data	
10 Spirit	42/	10



You must create data for monsters and dungeon maps in advance.



## EDIT

### Menu Screen

Select the dungeon map in [Edit] in [Monster Appearance] in order to decide how the monsters will appear. Selecting the dungeon map unit in [Gameplay Edit] displays the Menu for monster appearance, while selecting the parts unit displays the screen to select the area of monster appearance.



### Select Monster

You'll set the monster you'd like to display on the dungeon map. To set the monster, you can select a monster created in [Monster Edit] in RPG Maker or in [Monster] in Anime Maker.

You can also set a monster you've created on your own.

### Set the Probability/Select BGM

You can change the probability of the monster's appearance in [Probability]. There are Ten different levels - 0 (Min)-5(Max). In [BGM] you can set the background music that is played during battle.

### Battle Test

After setting the monster appearance, try the Battle Test. You can check the strength of the monsters you've positioned by having them fight against the main character you've created. Select the main character, set the battle conditions in [Conditions], and select [Start Test]. The test will begin.

## BATTLE SCREEN MENU

<b>Fight</b>	Go to the Fighting command menu.
<b>Auto</b>	Automatic fighting.
<b>Flee</b>	The party will run from the enemy if possible.
<b>Plan</b>	Setting for Auto battle.
<b>Config</b>	Various system settings within the Battle.
<b>Data</b>	Displays all status data for party members and enemies.
<b>Exit</b>	Exit test play.

## DATA SCREEN

(1) Data#:?? (2) Edit#:??? (3) Group:???  
Name: ???????  
HP:????/???? MP:????/????  
(4) GRD:???? (5) AGI:???? (6) LUK:???? (7) MGR:????  
(8) Attack: (L: ??? R: ???) (9) Class: MagicA  
(10) MAG:(AM:??? BM:??? CM:??? NM:???)  
(11) STA: Death, Petrify, Paralyze, Sleep, Confuse, Silence, Hide  
(12) Effect: M-Ref M-Res M-1/2Res S-1/2Res  
(13) ABI: ????

- |              |   |
|--------------|---|
| (1) Data # : | Data # for all characters in the battle included Main Characters and enemies.                                 |
| (2) Edit #:  | Edit number of Main characters and monsters in each EDIT mode.  |
| (3) Group:   | Enemy or Main Character   |
| (4) GRD:     | Guard   |
| (5) AGI:     | Agility   |
| (6) LUK:     | Luck  |
| (7) MGR:     | Magic Guard (AM - MagicA, BM - MagicB, BM - MagicC, NM - None Class Magic)                                    |
| (8) Attack   | Attack power  |
| (9) Class:   | Magic Class (A or B or C or None)   |
| (10) MAG:    | Magic Guard by Class (AM: MagicA, BM: MagicB, CM: MagicC, NM: None)   |
| (11) STA:    | Indicate Status abnormalities (Death, Petrify, Paralyze, Sleep, Confuse, Silence, Hide)                       |
| (12) Effect  | Effect - M-Ref(Reflect Magic), M-Res:(Resist Magic), M-1/2Res:(Resist Magic 50%), S-1/2Res:(Resist S ATK 50%) |
| (13) Abi:    | Ability listings next page.   |



(13) Abi:

Ability — Enemy

NO CRT Critical hit probability down.

CRT UP Critical hit probability up.

ATK 2x Double Attack

ATK 3x Multi Attack

Miss1/2 Miss attack probability 50% up

MG 2x Magic effect twice more

Auto The probabilities which you set in [Attack Patterns] will be all the same.

Ability — Main Characters

First Attack

Treasure Find UP

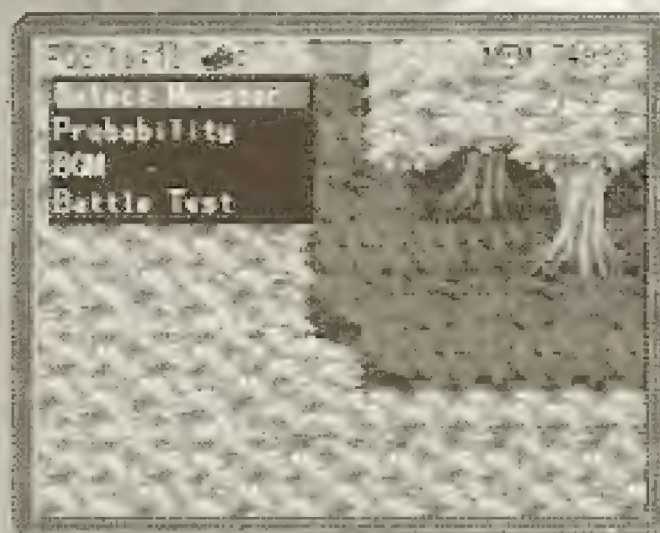
1/2 MP Cost

2x Magic Damage

Battle Heal

Counter Attack

Reflect Attack



### WHEN THE MAP UNIT (AUTOMATIC) IS USED FOR SETTING

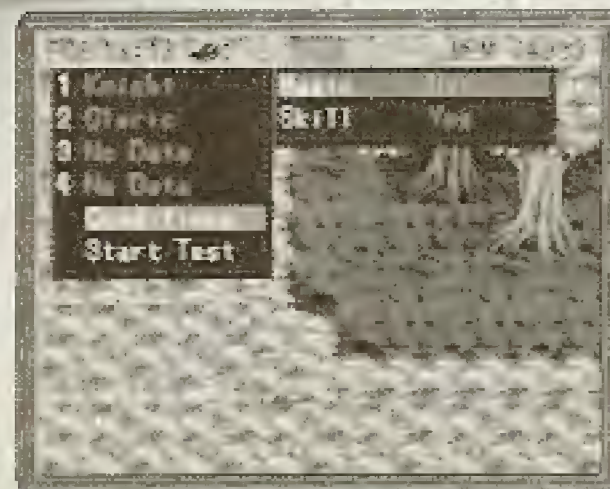
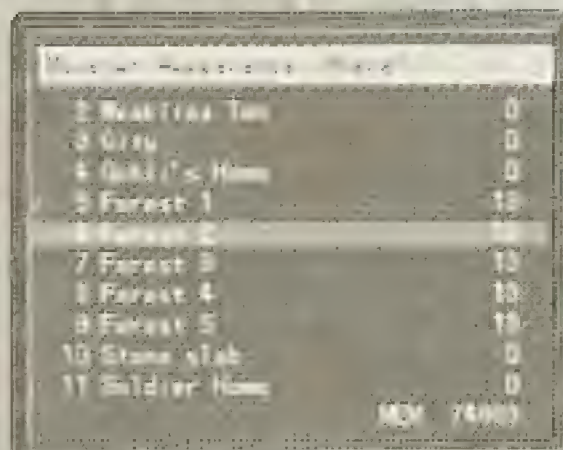
1. The following describes the procedure used to position the monsters when monster appearance is set by map unit (Auto). By selecting the dungeon map on which to position the monster, a Menu will be displayed. Select the monster to position in [Select Monster] and decide the probability at which the monster appears in [Probability].

The probability of monster appearance can be set for each dungeon.

2. [BGM] lets you set the background music that is played during battle. Selecting the main character that you want to use in the test and setting the battle conditions in [Battle Test] starts the test. If you select [Exit] during the test, the test will be terminated, and you'll return to the setting screen for the battle test.

The battle test is important to check the overall balance of the game.

3. You can move the monster appearance data you've already set to another dungeon using [Move], which is one of the commands for monster appearance. [Copy] duplicates the data on the specified dungeon. You can't move or copy the data to a place in which no dungeon data is available.

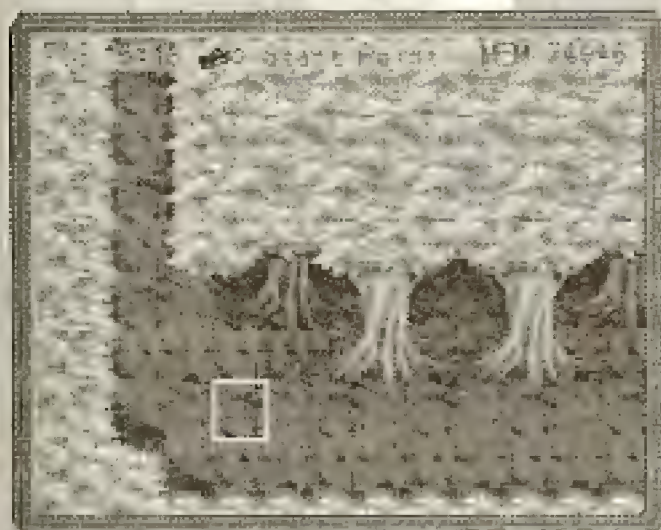


With [Move] and [Copy], you can create the game much more quickly.





## WHEN THE PARTS UNIT (MANUAL) IS USED FOR SETTING

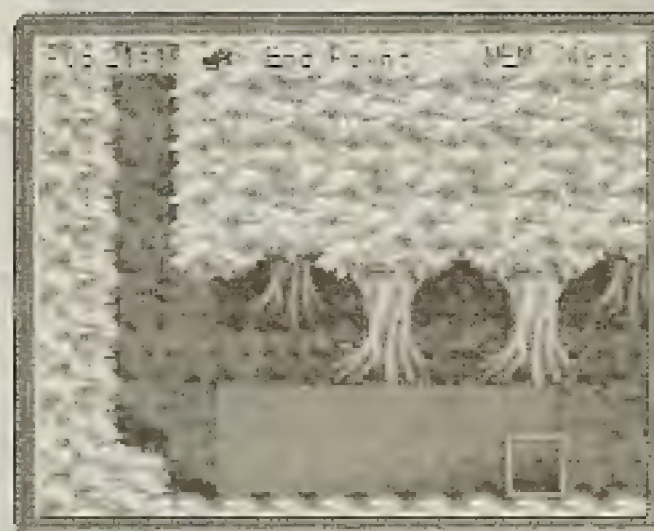
1. The following describes the procedure used to position the monsters when the monster appearance is set using [Manual] in [Gameplay Edit]. [Manual] lets you position the monsters in a smaller area than when they're positioned with the dungeon map unit. First, select a dungeon map in [Monster Appearance Edit] in which to position the monster. The dungeon map will be displayed.



You can make the monster appear only within a specified area.

2. Select the area in which you want the monster to appear. Move the cursor to the starting point and press the  button. Then move the cursor to the ending point and confirm the selection. The selected area will be highlighted. The  button displays the list of commands for the monster appearance. Follow the same procedure as the dungeon map positioning for setting.

The area will be displayed in red while it's being selected.




### COMMAND LIST:

- |                    |  |
|--------------------|--|
| <b>Cut Data</b>    | You can cut the monster appearance data you've already set to the area.              |
| <b>Copy Data</b>   | You can copy the monster appearance data you've already set to the area.             |
| <b>Paste Data</b>  | You can paste the monster appearance data you've copied or cut to the area you want. |
| <b>Delete Area</b> | Delete area you've created.  |

### WHEN TO USE

If you want monsters of different types or levels to appear separately in one dungeon map, select [Manual] in [Gameplay Edit] for monster appearance. This is useful if you've created different areas on the same dungeon map for the main character to enter when his level is low and when his level is high. The game will be more exciting if the monsters are categorized on the same dungeon map according to the main character's level.

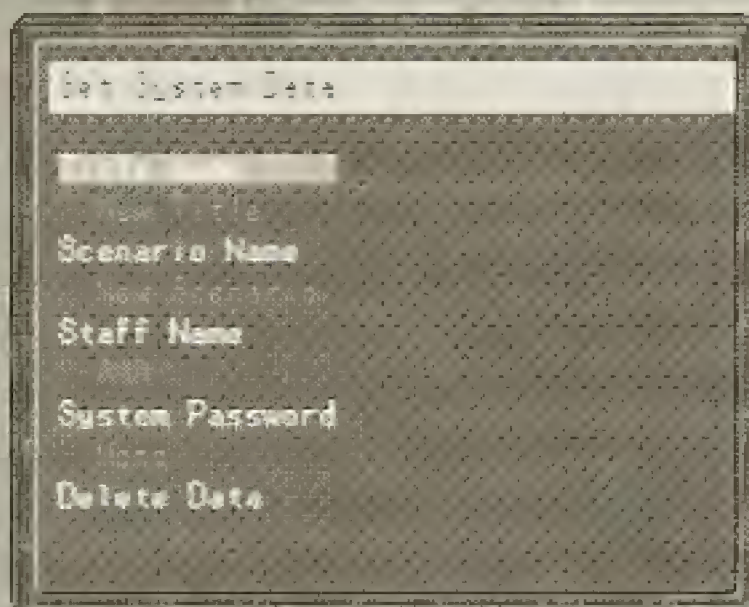
### NOTE:

You can not use [Manual] and [Auto] at the same time in one dungeon map. If you set the [Monster Appearance] as [Auto] and want to change the setting as [Manual], select [Manual] in [Monster Appearance] in [Gameplay Edit] then go back to [Monster Appearance Edit] and select [Edit] and choose the dungeon map you want to set. Press the  button to display COMMAND LIST. Select Delete area first. Then you can select the area(s) you want monster to appear in.



## GAME INFO

Here you'll set the game information for the management of game data. The settings here will enable you to display the title name of the game and the staff name during the game. Specifying the scenario name will also make data management easier. In addition, setting a password can prevent the data from being loaded by a third party.



### SET SYSTEM DATA SCREEN

#### Title Name

Enter the title name for the game. The title name entered will be set for display in the title edit menu. To display the title during the game, you must create an event called [Display Title], in which the content of the event is already set.

#### Scenario Name

Specify the scenario used to start the game. The scenario name can't be displayed during the game. The name is specified only for the sake of managing the scenario data. You can check the scenario name in the data load (save) screen stored in the Memory Card. All the scenario names can be set or changed in [Scenario Name] in the scenario registration data.

#### Staff Name

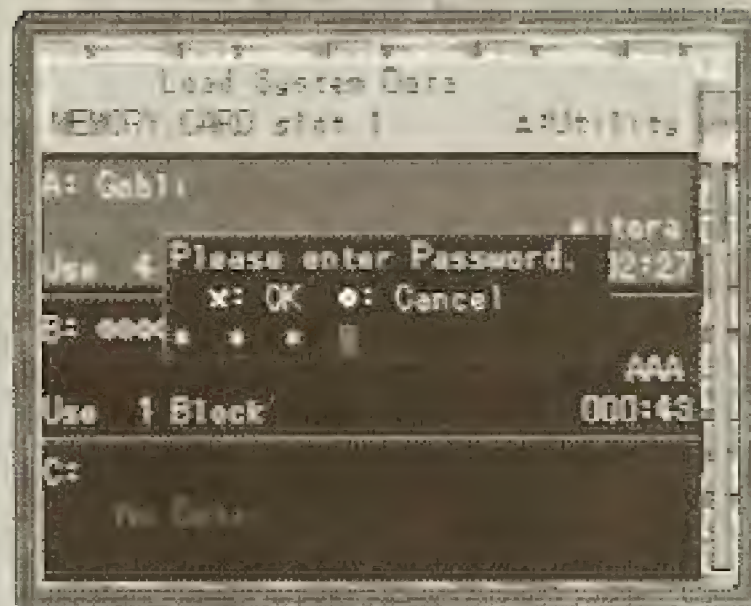
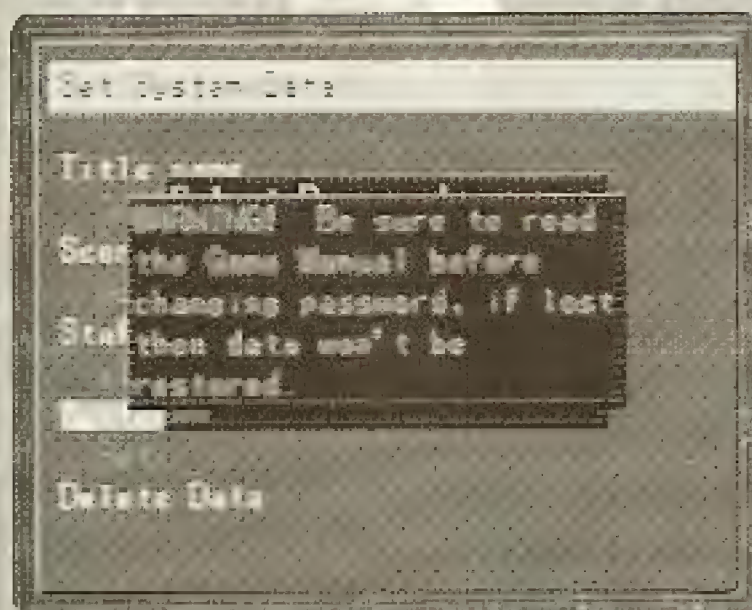
You'll set four names for each Title name and author name in the game. The information set here will be displayed on the staff Title that appears at the end of the game. The author name entered under [Title] at the top will be displayed as the creator name on the load (save) screen in the Memory Card.



### System Password

Set a password to manage the game data. Once you set the password, you'll not be able to load the system data unless you enter the password. This will prevent the data from accidentally being overwritten by a third party.

Setting the password can prevent accidents from occurring.



### Attention:

In the password setting screen, a warning message will be displayed (see the screenshot on the right). Once you set the password, you won't be able to delete it unless you initialize the game data. Please be advised.

Don't forget the password you've set.

### Delete System Data

You can delete all the system data at once. There will be no need to select and delete data one by one. A confirmation message will be displayed before the deletion of data.



# TEST PLAY

During Test Play you can actually play the game you've created in order to check the balance between individual events and the overall flow of the story. You can also use test commands that aren't used in the actual game, such as [Invincible].

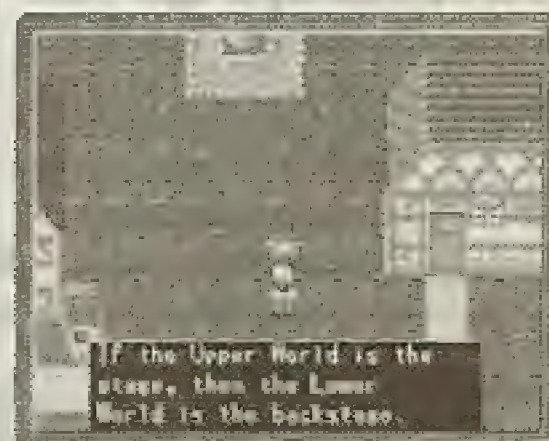
You may run a test play following the creation of each event.

## RESUME


The Test Play resumes from the scene in which a save was executed with [Quick Save] during the previous test play, or from the save point immediately before the reset.

## CONTINUE


You can select the data from among the data sets saved at different save points. To save data you first create an event called [Save Point] in Event Edit to save to a Memory Card, or you can save the data to a Memory Card in the Field Map screen during game play. *Note that you can't resume test play with the data saved using [Quick Save] from [Continue] menu.*



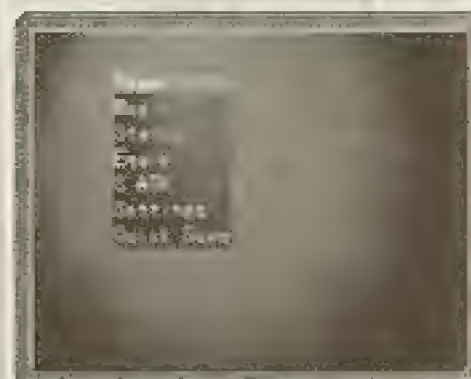
## START

The Test Play starts at the very beginning of the game you've just created. Selecting [Start] and pressing the  button begins the Test Play.


## EXPLANATION OF MENU COMMANDS

Pressing the  button during test play displays the command-list screen, as shown in the screenshot on the right. The settings made with these commands remain effective only during the Test Play. The settings are initialized upon each reset.

You can avoid battles by setting the monster appearance to OFF.



### Item

Used to set items. Selecting [Item] displays the setting screen. When the  button is pressed once, you can set [Use], [Org] (Organize) or [Drop]. Pressing the button twice returns you to the list screen. You can organize items according to their priority.



**Name** - Sort items by name

**Type** - Sort the items by type

**Cure** - Organize the order of items - Cure items being the priority

**Attack** - Organize the order of items - Attacking items being the priority

### **Magic, Equip, S ATK**

You can check the personal data for a main character, such as the Magic, Status, Equipment and Special Attacks currently set, by moving the cursor to the name of the character.

#### **Status**

PON Poison

PAR Paralyze

PET Petrify

CON Curse

### **Settings**

This is used to setup the Test Play. Selections [Invincible] to [Game System] can be used during Test Play only.



**[Invincible]** If set to ON, the player will not receive damage during battle. This makes checking all game play easier.


**[Battle]** If set to OFF, monsters will not appear in the dungeons.

**[Switch]** Switch ON/OFF all 500 Switches set in Event Edit. You can easily check Events which use the [Switch] function. For example, if you set up an event that uses a [Switch], like... Player cannot go into a building without a ticket. Once player gets the ticket, the [Switch] will be ON, and player can go into the building. In this instance, when you are in Test Play, you can go into the building without having the ticket if you use this command to set the [Switch] ON for the event.

**[Game System]** Check the setting you have initialized in Event Command [Game System].

### **Quick Save**

Only during test play can you save data using [Quick Save] without displaying the Memory Card screen. Selecting [Quick Save] and pressing the  button executes a save. Pressing the  button returns you to the command-list screen.

During test play you can use the  button and directional buttons to allow the main character to pass through/ignore dead ends, events and obstacles set on the dungeon maps. This function is available only during test play.

### **BATTLE SCREEN**

#### **Battle Main menu**

**Fight** Attack the enemy using the equipped weapon

**Auto** Fight automatically.

**Flee** The party will run from the enemy if possible.

**Plan** Setting for Auto battle

**Config** Various system setting within the Battle.

#### **Fighting Command menu**

**ATK** Attack with equipped weapon.

**GRD** Guard the character against an enemy attack.

**Item** Use Item

**Equip** Equipped item release the specified magic when an attack command is executed from [Equip] if it is so equipped.

**Magic** Use Magic

**S ATK** Use Special Attack

#### **Status Message**

Poison Confuse

PON CON

Death Silence

DTE SIL

Petrify

PET

Paralyze

PAR

Sleep

SLP



# ABOUT THE MEMORY CARD


The data created in RPG Maker is saved to a Memory Card. The Memory Card must have a minimum free area of three blocks. A data save or load command is executed from [Memory Card] in the main menu.

## COMMAND SCREEN

### LOAD

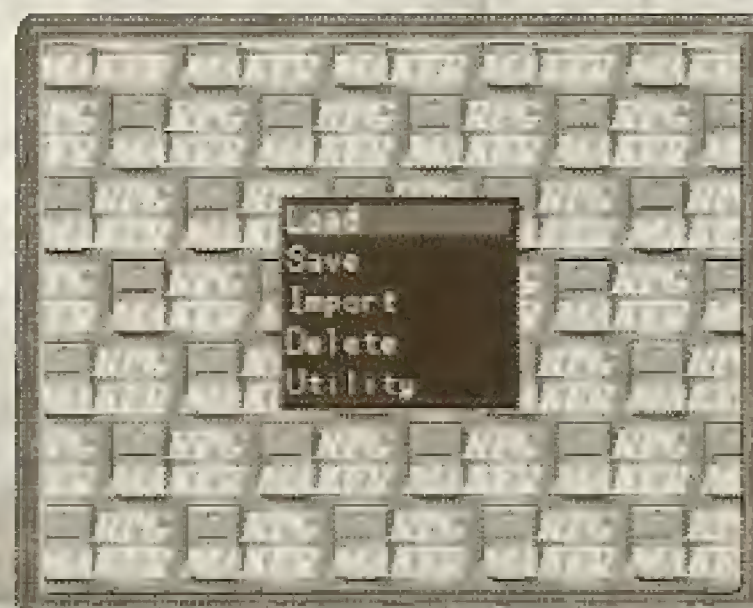
This command is used to load [System Data] and [Scenario Data]. If a password has been set in [System (Scenario) Game Info], you must enter the password.

### SAVE

This command is used to save the game data you've created to a Memory Card. If game data already exists on the Memory Card, the screen will display a message asking if you'd like to overwrite the data. Press the  button to cancel the save.

### UTILITY

This command is used to check the saved data.



## IMPORT/DELETE

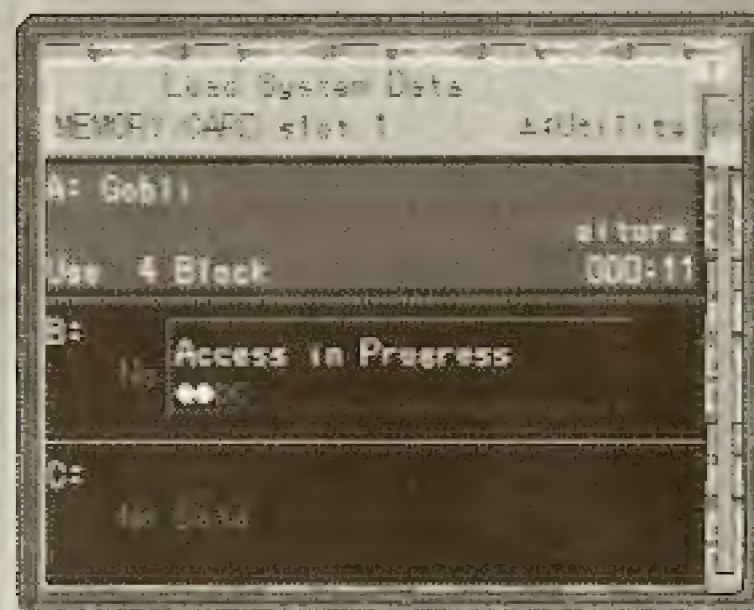
With [Import], you can import graphic data created in Anime Maker. The imported data can be used as RPG game data. [Delete] is used to delete data that has been imported.




## LOAD

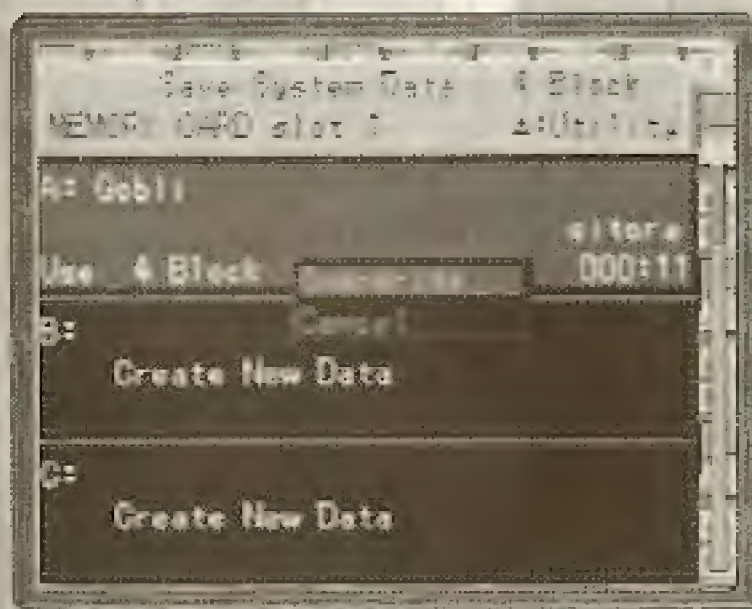
This command is used to load data from the Memory Card. First, select System or Scenario as the type of data you want to load. Next, select the data to be loaded. If a password is required, a password entry screen will be displayed here. Enter the password and the data will begin loading.

The screen shows [Access in progress] while data is being loaded.



## SAVE

This command is used to save data to a Memory Card. Select System or Scenario as the type of data you want to save. When the save screen is displayed, select the data to be saved and press the  button. To overwrite the existing data, select [Overwrite].



You should save game data as often as you can during the creation process.

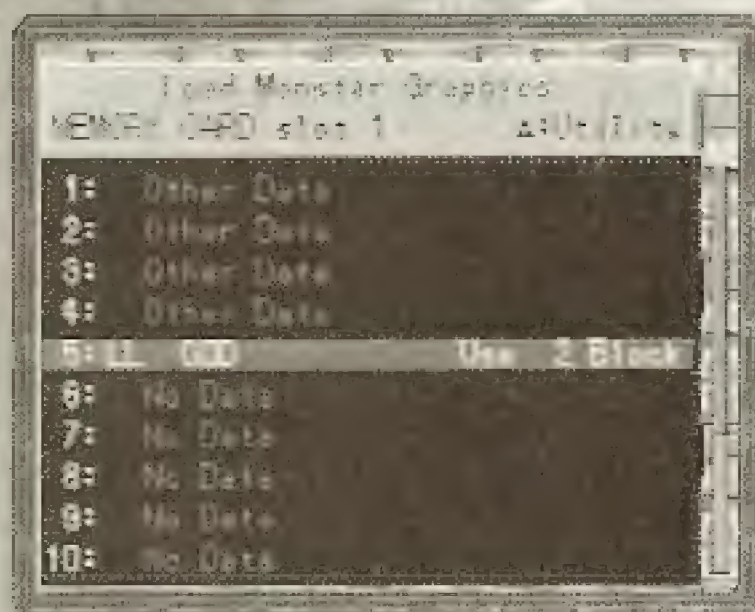
## IMPORT

RPG Maker supports graphic data created using Anime Maker. With Anime Maker you can create main characters, monsters and title graphics. To use data not created in RPG Maker, first save it to a Memory Card and import it as RPG game data.



## How to Import Data

1. Select [Import] and press the **X** button. Select [Monster], [Character] or [Title] as the type of data you'd like to import. The data-registration screen will be displayed.
2. In the registration screen, move the cursor to select the location where you wish to register the data. Pressing the **X** button displays the data-import screen.
3. Move the cursor to the data you'd like to import and confirm the selection. The message Access is in progress is displayed, and data import starts. When the import is complete, the display returns to the data-import screen.



Check the available memory space when importing data.

Set the imported data in the game system.





## DELETE

This command is used to delete imported data. Select [Delete] from the menu. When the data-deletion screen is displayed, move the cursor to the data you'd like to delete and press the **X** button. Pressing the **L1** / **L2** buttons in the deletion screen scrolls the screen up, while pressing the **R1** / **R2** button scrolls the screen down.

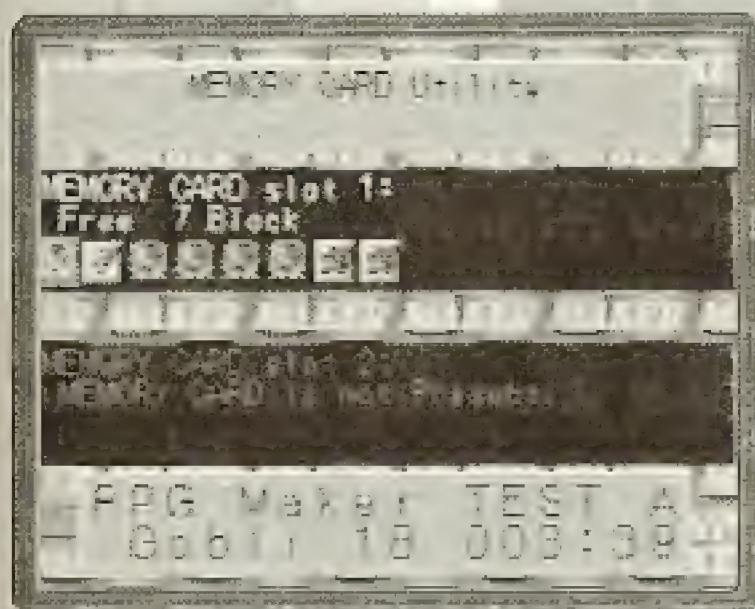


### How to Delete Data

1. Select [Delete]. Move the cursor to [Monster], [Character] or [Title] as the type of data you'd like to delete, then press the  button. A list of imported data will be displayed.
2. Move the cursor to the data you wish to delete and press the  button. Deletion will begin. When the deletion is complete, the name of the data disappears and the field shows [No Data].

### UTILITY

In this [Utility] menu, you can Delete, Move and Copy the data in your Memory Card. When your Memory Card is Full and can not save the RPG data which you just created, you can delete some data in your Memory Card to make some space for your RPG data.



\* If hearts and certain other symbols are used in the System data and Scenario data settings, viewing these files in the [Utility] screen will convert these characters to asterisks. (\*)

### Caution

While the Memory Card is being accessed to execute a save or load command, be careful not to perform certain operations such as [1] pressing the reset button, [2] removing the Memory Card or [3] turning off the power. Doing so may destroy the game data being saved on the Memory Card. Besides being triggered by these accidental operations, data may also be lost due to a power failure. Exercise due caution so as not to lose important data.



# DATA TABLES

## BGM TABLE

The table below lists the BGMs stored in RPG Maker. You can use a desired BGM as a sound effect during an event or play it as the background music during game creation.

0	None	18	OPEN 1S
1	BATTLE 1	19	OPEN 2
2	BATTLE 2	20	OPEN 2S
3	BATTLE 3	21	SKY
4	CASTLE 1	22	TOWER
5	CASTLE 2	23	TOWN 1
6	DUNGEON 1	24	TOWN 2
7	DUNGEON 2	25	TOWN 3
8	DUNGEON 3	26	BAROQUE
9	END 1	27	DANCE
10	END 2	28	GAG 1
11	FIELD 1	29	GAG 2
12	FIELD 1S	30	KANKYO 1
13	FIELD 2	31	KANKYO 2
14	FIELD 2S	32	MO
15	FOREST	33	POP
16	HOME	34	REGE
17	OPEN 1	35	SANBA



# TITLE SCREEN GRAPHICS TABLE

The table below lists the background graphics for the title screen stored in RPG Maker. You can also use a background drawn in Anime Maker.

BOOK



SUNSET



STARS



SPACE



SKY



COUNTRY



MAGIC SYMBOL



BRICKS



HEARTS





## MAGIC EFFECT TABLE

The table below lists the kinds of Effect that can be set in [Magic Edit]. See the explanation beginning on pg. 17 for the procedure used to create magic.

[Other = OTH, Attack = ATT, Cure = CUR, Aid = AID, Special = SPE]

1 None	OTH	22 Death	SPE
2 Inflict Damage	ATT	23 Increase Attack	AID
3 Recover HP	CUR	24 Increase Guard	AID
4 Cure Poison	CUR	25 Increase AGI	AID
5 Cure Silence	CUR	26 Steal MP	AID
6 Cure Confuse	CUR	28 Reflect Magic	AID
7 Cure Sleep	CUR	29 100% Res Magic	AID (100% resist Magic)
8 Cure Paralyze	CUR	29 50% Res Magic	AID (50% resist Magic)
9 Cure Petrify	CUR	30 50% Res S ATK	AID (50% resist S ATK)
10 Cure Curse	CUR	31 Enemies HP	AID (Show enemies HP)
11 Revive	CUR	32 Dispel	AID (Cancels any party's or enemy's Aid Magic)
12 Restore Status	CUR	33 Teleport	OTH (Teleport to the place player have ever been.)
13 Decrease Attack	AID	34 Escape Dungeon	OTH (Escape from Dungeon or inside buildings, houses)
14 Decrease Guard	AID	35 Encounter Down	OTH (Encounter % will be down)
15 Decrease Agility	AID	36 Check Item	OTH (Check Item status)
16 Poison	SPE		
17 Silence	SPE		
18 Confuse	SPE		
19 Sleep	SPE		
20 Paralyze	SPE		
21 Petrify	SPE		



## ITEM TYPE TABLE

The following table lists the types of items that can be set in [Item Edit]. See the explanation beginning on pg. 23 for the procedure used to create an item.

### **OTHER**

Cannot be equipped. The item is of a type other than the following.

### **WEAPON**

Can be used in either hand. An item of this type has the ability to increase or decrease the character's attack power by a desired value

### **ARMOR**

Can be equipped on the body. An item of this type has the ability to increase or decrease the character's guard by a desired value.

### **SHIELD**

Can be used in either hand. An item of this type has the ability to increase or decrease the character's guard by a desired value.

### **HELMET**

Can be equipped on the head. An item of this type has the ability to increase or decrease the character's guard by a desired value.

### **ACCESSORY**

When equipped, an item of this type can be used to increase or decrease by the desired value a specified ability other than basic abilities.

### **MAGIC**

Cannot be equipped. An item of this type gives magic damage when used.

### **CURE**

An item of this type is used to recover HP or cure an abnormal status such as a poison.

### **TRANSPORT**

You can create a boat and a blimp.

### **KEY**

An item of this type is used in an event requiring a key.

### **FOOD**

An item of this type is used to increase or decrease a specified basic ability by the desired value.



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